



INTRODUCING POKÉMON POWER
36-page Monster Insert!

NINTENDO POWER

PSX Box \$7.95
Retailer's MSRP \$9.95

ALL RIGHTS RESERVED

BULK RATE
POSTAGE
PAID
NINTENDO
AMERICA INC.

**Bomberman
Hero**
Explosive
Adventure

N64
Exclusive Preview
**Turok 2:
Seeds of Evil**

**N64 SPORTS
SPECTACULAR**

- F-1 WORLD GRAND PRIX
- INTERNATIONAL SUPERSTAR SOCCER '98
- WAIALAE COUNTRY CLUB: TRUE GOLF CLASSICS



WWW.NINTENDO.COM



Aug 98, Vol. 1 #1
\$5.95
CANDY 5045

65496 69136



INTRODUCING POKÉMON POWER
36-page Monster Insert!

NINTENDO POWER



**Bomberman
Hero**
Explosive
Adventure

N64
Exclusive Preview
**Turok 2:
Seeds of Evil**

**N64 SPORTS
SPECTACULAR**

- F-1 WORLD GRAND PRIX
- INTERNATIONAL SUPERSTAR SOCCER '98
- WAIALAE COUNTRY CLUB: TRUE GOLF CLASSICS

WWW.NINTENDO.COM

4850-05
24.95
1000000000

NINTENDO
POWER

THE DOCTOR WILL
SEE YOU NOW!



**"TAKE ONE FREE PLAYER'S GUIDE AND
CALL ME IN THE MORNING."**



WHEN YOU GET A SUBSCRIPTION TO NINTENDO POWER® YOU'LL GET 12 ISSUES PACKED WITH ALL THE GENUINE INFORMATION DIRECTLY FROM THE SOURCE.

PLUS, YOU'LL GET YOUR CHOICE OF A FREE PLAYER'S GUIDE, THE JANUARY BONUS ISSUE AND SUPER POWER STAMPS TO SPEND LIKE CASH ON A WIDE SELECTION OF STUFF FROM THE SUPER POWER SUPPLIES CATALOG!

**NINTENDO
POWER**

USE THIS ORDER FORM
OR CALL TOLL FREE:

1-800-255-3700

*Canadian residents only. ©1995



THE SOURCE
FOR

NINTENDO



You won't want to miss your appointment with **Mumbo Jumbo**, the mysterious witch-doctor who practices a special kind of medicine in Banjo-Kazooie.

That's because you'll need this shaman to cast a spell to transform you into another creature. Why? Because the only way to retrieve some of the puzzle pieces is to take the form of a crocodile or some other native creature.

But you'd know that if you subscribed to **NINTENDO POWER**. So what are you waiting for? Follow the doctor's orders and order your subscription today!

Then you'll get all the tips and tricks, maps and moves, strategies and secret codes for all Nintendo games. At \$19.95* a year, your subscription saves you \$39.54 OFF the newsstand cover price!

Call now. You'll feel so much better. And the **FREE** Player's Guide can help you stay alive much longer.

TO ORDER NOW, CALL TOLL FREE:

1-800-255-3700

OR USE THE ATTACHED ORDER FORM.

*Canadian residents pay \$27.95

BOMBERMAN HERO

TV
PAGE
10

It's an explosive Bomberman adventure that's out of this world! This month we kick off the first half of our coverage of Bomberman Hero, with complete strategies for the opening planets.



PLAYER'S PULSE

The Legend of Zelda: The Ocarina of Time, Perfect Dark and other games unveiled at E3 are on readers' minds. What really seems to be creating a headache is Super Mario RPG 2. Do you agree with the readers? Let us know how the games of the fair fared with you.

E3 in Review

Your coverage of the 1998 Electronic Entertainment Expo in Volume 104 was great. With all the games that are coming out, Nintendo will always be the premier gaming company.

Colin Hsu
Seattle, WA

The Legend of Zelda: The Ocarina of Time looks awesome looking at the action shots, I think the game will definitely live up to the hype. Rocky Horror also looks promising, as well as a little strange. Earthworm Jim 2 also looks like a phenomenal game coming from some fun work of people of unusual talents. The Chaos of this game will probably see the novel, which is a good Star And Back 2: Seeds of Evil, with its graphics, new enemies, and multiplayer modes. It's shaping up to be a great fall release.

Scott Davis
Via the Internet

Not Just Child's Play

It looks like some people have underestimated you, and I was one of them. I was wondering why you didn't have any games like Resident Evil, but it looks like you're working on one right now. I just found out



Alan J. Zeman • SE Teodoro, Québec



Map Baby • New York, Pennsylvania

that Konami is creating a Castlevania game for the N64. I've seen pictures of it, and it's looking like the N64 isn't too far from July.

John Ninkoff

Patrick George, BC

Konami is also working on the CD-i in the Super Nintendo for the N64. Plus, with upcoming games like Activision's Nightmare Creatures, Rare's Perfect Dark, Activision's Shadow Man, and new offerings from Eidos, the company behind Tomb Raider, the N64 will surely continue to be a system for all ages.

www.rorware.com

Is Rare's website on line yet?

Cheryl McMillan
Via the Internet

You bet your internet! You can't find Rare's official website "Rareware" is on and running and chock-full of gaming news and a host of free content! But how do I

"Authenticate" as they like to spell it. So far I've been able to see what's available on the other side of the pond and you'll be able to catch a glimpse of Perfect Dark, Rare's upcoming game that uses an advanced version of the GoldenEye engine. Speaking of 007, be sure to check out Rareware's former Mill created the truly brilliant GoldenEye Multiplayer AG-10 Assault and other battles like the purpose for 007 mission. Beated Chirawa's briefcase and key.

With Honors

After reading your well GoldenEye 007 the 1998 E37 Award for Best Action/Adventure Game, I'm glad to hear which game received the most awards at E3.

Deann Harper
Via the Internet

In with place is Chrono Trigger, which placed in six of our awards by 1995, Final Fantasy VII is fourth with seven awards to its name. As 1998 Star Wars: Shadows of the Empire scored eight awards while Super Mario 64 took the cake with ten awards. For GoldenEye 007 tops them all with a total of 14 NP Awards. And we're not done. To our high opinion of

the game, either. At E3 The Academy of Interactive Arts and Sciences honored Rare's game with four of its highest Interactive Achievement Awards, including Console Game of the Year and awarded a Title of the Year award game. AC in Console of the Year!

Game Boy Security Camera

A Camera, over Camera. What the heck were you guys thinking when you came up with this idea?

Kevia Zepik
Surrey, BC

We were thinking it would be a camera to shoot and individual snapshots, create an album, compare music and pictures like in a video game. Many other people already seem to have had that camera is a fun tool, but it's not just for the best of families members, the following adventures will also.



Chris Smith • Seattle, New York

POWER CHARTS

Kobe Bryant charges to the top to debut well ahead of Banjo-Kazooie, but no doubt that sassy bird in a backpack will "fowl" him up near the top of the charts next month. That is, depending on how the voting goes. Be sure to cast your ballot by filling out the Player's Poll Card!


NINTENDO 64 TOP 10

1	GOLDENEYE 007	2	1080° SNOWBOARDING	GAME	COMBAT	TOTAL	WEEKS
	1 GOLDENEYE 007		1 GOLDENEYE 007	NINTENDO	1	29	
<p>Whether James Bond's a billion top-out things could be chasing and still in a position. GoldenEye may be number one, but it's looking like Kobe Bryant, NBA, and Banjo-Kazooie may be the leader.</p>			3 WWF VS. NWO: WORLD TOUR	THQ	7	7	
			4 ROBE BRYANT IN NBA COURTSIDE	NINTENDO	—	1	
			5 SUPER MARIO 64	NINTENDO	6	23	
			6 STAR FOX 64	NINTENDO	5	15	
			7 YOSHI'S STORY	NINTENDO	3	9	
			8 BANJO-KAZOOIE	NINTENDO	—	1	
			9 DIDDY KONG RACING	RARE	2	9	
			10 MORTAL KOMBAT 4	ATARI	—	1	

SUPER NES TOP 10

1	THE LEGEND OF ZELDA: A LINK TO THE PAST	2	SUPER MARIO RPG	1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	78
	1 THE LEGEND OF ZELDA: A LINK TO THE PAST		2 SUPER MARIO RPG	NINTENDO	2	28		
<p>Super Mario RPG is being embraced. The Legend of Zelda A Link to the Past will reach the top of the charts next month. Some of the most popular titles will be returning and drawing their counts.</p>			3 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	3	22		
			4 DONKEY KONG COUNTRY	NINTENDO	5	46		
			5 FINAL FANTASY III	SQUARE	6	44		
			6 DONKEY KONG COUNTRY 2: DIKIE KONG'S GREAT ESCAPE	NINTENDO	6	40		
			7 CHRONO TRIGGER	SQUARE	7	37		
			8 SUPER MARIO KART	NINTENDO	9	64		
			9 SUPER MARIO WORLD 2: YOSHIS ISLAND	NINTENDO	—	34		
			10 STAR FOX	NINTENDO	—	65		

GAME BOY TOP 5

1	THE LEGEND OF ZELDA: LINK'S AWAKENING	2	JAMES BOND 007	1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	64
	1 THE LEGEND OF ZELDA: LINK'S AWAKENING		2 JAMES BOND 007	NINTENDO	2	5		
<p>Some of the most popular titles will get a place of honor thanks to Game Boy Color. Legend of Zelda and its fellow Power Charters still continue to supply many medals of fan.</p>			3 DONKEY KONG LAND 3	NINTENDO	3	9		
			4 SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	4	68		
			5 DONKEY KONG LAND 2	NINTENDO	5	24		

MOST WANTED

1. THE LEGEND OF ZELDA: THE OCASING OF TIME (N64)
2. NINTENDO 64 DISK DRIVE
3. BANJO-KAZOOIE (N64)
4. SUPER MARIO 64 2 (N64)
5. GOLDENEYE 007 (N64)
6. TONY HAWK 2: SEEDS OF EVIL (N64)
7. MISSION: IMPOSSIBLE (N64)
8. GAME BOY COLOR
9. KOBE BRYANT IN NBA COURTSIDE (N64)
10. WWF WAR ZONE (N64)

BOMBERMAN HERO

BOMBERMAN IS BACK IN ACTION IN BOMBERMAN HERO, A 3-D, ONE-PLAYER SPACE ADVENTURE THAT SPANS THE BOMBER NEBULA. THIS RUMBLE PAK-COMPATIBLE TITLE IS HUGE! IN FACT, THE 12 PAGES WE'RE SHOWING YOU THIS MONTH WILL COVER JUST THE STAGES, GADGETS, MAZES AND MONSTERS IN THE FIRST HALF OF THE GAME!



IT'S HERO TIME!

A mysterious UFO has crashed on Planet Bomber, and Bomberman is ordered to investigate. While exploring the wreckage, the helmeted hero meets Nitros, a battle-hardened officer of the distant Garaden Empire. Nitros is searching for a computer disk taken by Princess Millian from nearby Primus Star. The Garadens have learned that the princess gave the disk to her robot Pilot, and Nitros will stop at nothing to get it back even if it means destroying Planet

Bomber. Now it's up to you to help Bomberman defeat the alien invaders and restore peace between the planets.



©1996 Hudson Soft.
Licensed to Nintendo.



You'll have to complete 71 levels on four planets and destroy Garaden starbase to settle this intergalactic battle. Of course, the fun doesn't end when the credits roll—if you find all the Special

Bombs and earn our target scores, you'll have a close encounter with a bonus planet. This month we'll show you the scores for and Special Bomb locations in the first half of the game.

BOMBERMAN

A citizen of Planet Bomber, Bomberman is thrust into the middle of a fight between two warring worlds.

**PIBOT**

Pibot is Princess Millian's personal robot. Pibot carries the Data Disk that Nitros needs to fulfill his mission.

**PRINCESS MILLIAN**

Princess Millian won't tell the Garadens where she hid their Data Disk. The empire is holding her for questioning.

**NITROS**

A skilled warrior, Nitros has orders to retrieve the Garaden Empire's stock at any cost.

**TOOLS AND TREASURES**

There are 21 types of items Bomberman will collect during his adventure across the Bomber Nebula. These items fall into two

categories: items that will increase your score in the level and items that will enhance Bomberman's fighting abilities.

ITEMS UP

Red power-ups to increase by one the number of bombs you can drop.

ICE BLAST

Anything caught in the bomb's ice blast will be temporarily frozen in ice.

ITEMS DOWN

The cloud of gas from bombs won't hang anything as long as pecky shops.

ITEMS DOWN

Activate the Remote Control to detonate bombs from a safe distance.

ITEMS DOWN

Picking up Life Heart will replenish one notch on Bomberman's life meter.

ITEMS DOWN

The Max Life Recover will completely restore Bomberman's life meter.

ITEMS DOWN

A 1-Up trails on an extra life, but you'll have to look hard to find it.

BLUE CRYSTAL

If you collect 200 Blue Crystals, you'll increase your life meter by one notch.

RED CRYSTAL

Picking up Red Crystals is the same as picking up five Blue Crystals at once.

CHANGING

You'll earn 1,000 bonus points each time you grab the colorful Rainbow Diamond.

ITEMS DOWN

You'll earn 500 bonus points in your score whenever you collect a Gold Diamond.

ITEMS DOWN

You'll have to collect all four pieces of a Key Crystal to open a Crystal Door.

ITEMS DOWN

The gold Card Key is the only item that will open the control doors.

ITEMS DOWN

Notes and the rest of the Garaden Empire will stop talking to get this back.

ITEMS DOWN

You'll have to see this item to float into the force fields in some levels.

ITEMS DOWN

You can collect up to four Fire Ups to expand your bomb's explosion radius.

ITEMS DOWN

Use the Body Armor to protect Bomberman from the blast of a misplaced bomb.

ITEMS DOWN

You can double the range of your bomb throw if you wear the Fever Glove.

ITEMS DOWN

Find and step on a Bubble's icon to ride inside a slowly rising bubble.

ITEMS DOWN

If you find the Communicator, Pibot will give you hints for solving problems.

ITEMS DOWN

You'll need to collect all the Special Bombs to reach the Bonus Planet.

AREA 1: BOMBER BASE

BATTLE ROOM

HEAVY ROOM

SKY ROOM

HYPER ROOM

SECRET ROOM

Rise Alert! A mysterious UFO has crashed in the nearby Peace Mountains, and you've been summoned to investigate. Since all citizens of Planet Bomber must be well-trained in handling explosives, you'll have to complete a grueling series of training exercises before you can leave the Bomber Base.

BATTLE ROOM

TARGET SCORE: 4,500

Your subot evaluator is watching your progress in the Battle Room. You'll win a medal or badge, depending on how many points you earn, by collecting items and defeating enemies, so go for the gold by aiming for the target score in each area.



If you take the thrilling ride on the gross catapults, you'll add extra points to your score.



Climb up on the black blocks to reach the treasure up on the high ledge near the entrance.



If you tap the top, right or left C Buttons, you can temporarily adjust your console angle.

HYPER ROOM

TARGET SCORE: 4,000



You can collect items on the belt, but you'll waste less time if you blast the switch first.



The teleporter will warp to the exit, but you'll find a valuable item if you climb over the bars.



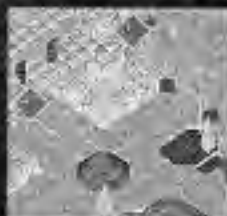
The Key Card is on the other side of the door, then it on the red door to reach the Heavy Room stage.

The Hyper Room is a narrow stage made up of a long series of conveyor belts. While it's possible to collect all the items and complete the stage without turning off the belts, you'll find that this area is easier to complete if you deactivate the belts before you start exploring.

SECRET ROOM

TARGET SCORE: 2,500

To reach the Secret Room, warp through the teleporter in the Hyper Room and take the exit on the far-left side of the stage. The Secret Room is the first place you'll find in the game where you must collect four Key Crystals to complete the level.



The first Key Crystal is easy to grab. Look for it on top of the building next to the entrance.



As you find and collect the Key Crystals, they will be automatically placed in the tower door.

HEAVY ROOM

TARGET SCORE: 4,000



Search behind the spiral metal wallway to find Body Armor and several Blue Crystals.



You can reach these platforms if you jump on the floating circuit board near the control room window.



Jump left from the stage exit to collect the row of Blue Crystals on this ledge.

You'll have to find the Key Card and use it on the red door in the Hyper Room to reach the Heavy Room. Part of the floor in this room is covered with hot electrical coils, but you'll remain cool and find most of the treasure here if you leap along the high ledges on the back wall.

SKY ROOM

TARGET SCORE: 4,400

The Sky Room is Bombeman's final exam. To complete this test, you'll need to find the Card Key that opens the exit door at the end of the stage. You'll find more tricky conveyor belts here, and if you take a wrong step you'll flunk this test.



You won't find the Card Key out in the open. Climb the red tower and look for the Card Key.



Despite all the traps, before trying to see what's on the platform, adjust your console angle.



AREA 2: SEA OF TREES

BLUE CAVE

HOLE LAKE DARK WOOD DRAGON ROAD
RED CAVE BIG CANYON VS. NITROS

The robots at the Bomberman base were just testing your skills, but now monsters and other mysterious beasts are watching you from the woods. You'll have to traverse caves, lakes and canyons to reach the distant foothills of the Peace Mountain and the smoldering wreckage of the UFO.

BLUE CAVE

TARGET SCORE: 3,000

The Blue Cave is a large tunnel partially flooded by a swollen river. Since Bomberman can't swim in water over his head, you'll have to stick to the rocky trail and jump across any gaps you may encounter. When making a difficult jump, watch Bomberman's shadow to determine when you're back above solid ground.



Grab the Fire Up at the cave entrance before you fight the monsters. You can defeat two or more enemies with a single bomb when you're fully powered-up.



You won't be able to see where the plat form goes, but if you ride it you'll find two Blue Crystals. You'll have to wait to ride it back across the water.

HOLE LAKE

TARGET SCORE: 6,100

A giant crab is terrorizing the peaceful folks at Hole Lake! This is the first stage in the game where you'll have a chance to test the Bomber Marine.

This diving device isn't the fastest thing beneath the sea, but it's equipped with hearing torpedoes capable of hitting any target. The Bomber Marine can also scoot in reverse, so you can back up and grab missed treasures. You'll find it pretty easy to earn a perfect score in this level.



To defeat the giant crab at the end of the stage, shoot torpedoes into his mouth as he spreads his claws apart.



The small mine's rays will cure the Bomber Marine if you glide too close. Use your torpedoes to keep these pests at bay.



No weapon will chip the dense carapace of an octopus. Do your best to avoid these striking artists.

RED CAVE

TARGET SCORE: 3,100

With its super-sized foes and long chains, the Red Cave is one of Bomberman's first challenging stages in the Sea of Trees. The exit guarded by the two bombs leads to the Dark Woods. If you're in the mood to fly, keep walking all the way to the right to find the exit leading to the Big Canyon and the Bomber Jet.



Don't let these big guys escape and hit you with their spikes. Drop a bomb near each one's feet or toss one into its eye.



Pick up the treasure with the upper Frank machine help as you work your way down to the main floor near the Red Cave.



If you blow away the skull beads on the left side of the cave, you'll uncover treasures. Blowing them away, which is worth 50 points.

BIG CANNON

TARGET SCORE: 7,000

You'll be using the Bomber jet to destroy the Garden Empire's Big Cannon. The enemy knows you're coming and has laid several massive ground base beam installations across your flight path. Keep an eye out for these beam weapons and avoid flying directly over them.



There's a flying laser beam waiting to ambush you halfway through the stage. You can shoot it down if you dodge its firepower.



The Big Cannon has two weapons: a gun and two smaller missile launchers. Destroy the gun first, then target the blue control room between the missile launchers.

DARK WOOD

TARGET SCORE: 9,500



It's a twister! If you step into the white tornadoes, they'll whisk you up and transport you to the high ledges above the woods.



Cut down the evil tree stumps before they breathe their swampy gas on you. It takes three or four bombs to pulverize these pests.



There are wild beasts living on the high cliffs. Chase them off with a couple of bombs or they'll push you off the ledge.

The inhabitants of Dark Wood have a saying: "Red tornadoes are mean and white tornadoes are kind." What these folks are trying to tell you is that the white twisters will pick you up and drop you on the high ledges. Along the canyon edge you'll find treasures and the well. If you're wondering how mean a red twister can be, make sure you have life to spare before you find out.

DRAGON ROAD

TARGET SCORE: 3,000

The Dragon Road is a long, broken canyon with jagged rock walls that resemble the spine of a dragon. The best way to make this perilous crossing is along the high trail, but if you're set on earning a perfect score, you'll have to explore the dangerous canyon floor. The rolling healers are looking for you, so your best defense is to keep moving.



Falling rocks can quickly take their toll while you're exploring the canyon floor. Replenish your health with the Max Life Recover.

VS. NITROS

TARGET SCORE: 1,000



Nitros wants the Data Disk back and he's not going to let Bomberman interfere with his plans. The first battle with Nitros is easy to win. Dodge his charges and shock-wave attacks, then quickly toss three or four bombs at him. As long as you keep running, you should be able to win the fight without taking a single hit.



Throw bombs at Nitros until he steps on a blue square and releases his shock-wave attack. You can avoid taking damage by constantly moving throughout the fight.



AREA 3: PEACE MOUNTAINS

CLOWN VALLEY GREAT ROCK FOG ROUTE VS. ENDOL

CLOWN VALLEY

TARGET SCORE: 1,000

It takes several bombs to defeat the enemies surrounding the rope bridge across Clown Valley. The sinister clowns living here are no laughing matter, especially when they try to push you off the bridge. Climb up the rock walls surrounding the valley and bomb them before they try to push you around.



Collect the treasures on the walls surrounding Clown Valley. When you see fully stocked, jump and throw bombs down as the enemies walk across the bridge.



Clowns have a fast, spinning attack that's difficult to avoid in close quarters. Your best defense is to run away and drop bombs behind you as the clown starts to cross.



If you scramble above the clowns on the rocks, you'll be able to kick bombs down on these wise guys, defeating them before they can roll too close.

GREAT ROCK

TARGET SCORE: 1,000



Get too close to these stumps, and you'll break your testicles. By tossing bombs you can scatter the reactors from a safer ledge.



Jump and throw bombs from a distance to repel the robots perched on the high ledges. These mechanical sentries are usually guarding treasure, so take a close look once in the rocks after you've blasted their components into space parts.



There's nothing great about climbing this sheer cliff. Evil tree stumps exhale poisonous gas in your face, unruly robots try to push you off the mountain, and dark thunderclouds shoot lightning bolts from overhead. If you want a perfect score here, you'll have to blast everything in your way and make incredible leaps across the rock face.

FOG ROUTE

TARGET SCORE: 1,000

The mountaintop might be shrouded in clouds, but that doesn't keep the Garaden fire-ops from spotting your advance. Enemy resistance is fierce along the crest of this jagged ridge, but you've almost liberated Planet Bomber from the alien invaders. Now it's time to obliterate their big guns.



Climbing up the mountain ledges will lead you above your tree-fellas, but keep a sharp eye out for the spike traps in the rocks.



The big guns on the mountain have a longer range than your arm. Be as moving forward to side to throw off the gun's aim.



The towering stacks of blocks won't fall unless they see you. Run with the range, then quickly retreat before they fall on you.

VS. ENDOL

TARGET SCORE: 1,000



Endol's weak spot is his chest. Jump the electrical belts arcing out from the rotating platform and constantly throw bombs. After the robot gets off the platform, keep throwing bombs. If you dodge Endol's tail attacks, you'll have no trouble defeating him.



Keep over the electrical bolts sparking from the rotating platform and keep throwing bombs at the center of Endol's chest.



AREA 1: WOODS OF ESURAM

GROOG HILLS

PATHWAY

BUBBLE HOLE

CRASS LAKE

WATCH GUARD

Fierce, strange creatures wander the lands surrounding Triforce Castle. While Ganaden soldiers lurk in the distance, you won't have to worry about them until you get closer to the fortress. These opening levels are a great place to sharpen your bomber skills for the tougher battles ahead.

GROOG HILLS

TARGET SCORE: 6,000

You'll need to know how to use Bomberman's Rolling Bomb technique to earn a perfect score in Groog Hills. If you use the Rolling Bomb on the Freeze Flower, it will create a huge, swirling snowstorm. The cold weather won't hinder the annoying, affliction-causing Groogs. Piko suggests dropping bombs on Groogs as they close behind you, but you might find it easier to throw bombs at the sleeping beasts and blast them before they wake up.



To change summer into winter, hold the B Button until Bomberman winds up, then release the button to launch a Rolling Bomb at the Freeze Flower, creating an instant blizzard.

Once the lakes are frozen, you can reach the remaining treasures. Just watch out for the Groogs and try to blast them before they can chase you across the slippery ice.

BUBBLE HOLE

TARGET SCORE: 7,000

Bubble Hole is one of the strangest levels in the game. The creatures here are liquid, and if they bounce into each other, they'll join and form larger monsters. While it might seem like a good idea to throw your bombs at these liquid beasts, the bouncing bubbles in the cave will often block your aim. To solve this problem, try placing bombs in front of your feet and kicking them ahead of you. You'll find that you'll usually hit your target.



Carefully eliminate the colored drops on the ground before they can mix together and form larger, more formidable monsters.

Teleporters are hidden throughout the cave. Try jumping into the bubble holes to find the teleporters. If you find one, it will warp you to an upper ledge.



ERARS LAKE

FAIRBIT SCORE: 0/100

You'll use the Bomber Mario to delve into the depths of Erars Lake. While your homing torpedoes make quick work of the enemies, it can be tough to find your way out of these murky waters. If you're trying to figure out how to navigate the holes at the end of the stage to reach Waterway, swim to the upper left.



The Bomber Mario's homing torpedoes make you the big fish in this little pond. Since you don't have to concentrate on your aim, focus on dodging the charging fish.



The giant marine ray is easy to defeat if you stay out of his range. If you find yourself too close, try swimming in reverse.



If you want to move on to the Waterway stage, swim through the upper left hole. Take the lower right hole to reach the Water Silder stage.



WATERWAY

FAIRBIT SCORE: 0/100

Waterway gives you a taste of what to expect from the rushing currents in Water Slides. Don't allow yourself to be carried by the current unless you know what's ahead and where to jump. To earn a perfect score, you'll need to explore all the pipes in this small but complex stage.



The water's great as big a threat in Waterway as the danger of being swept away by the river and sent down the falls.



Drizzing down the pipe leads you to the exit, but time isn't on your side. You'll have a scant five seconds to pick up four Key Crystals and make it through the exit.

WATER SLIDER

FAIRBIT SCORE: 0/100

Going with the flow is generally a good idea in Water Slides—unless you're not paying attention as the current drags you off a waterfall. The most difficult part of this stage is collecting the Special Bomb, which you'll spot on a platform above you just before the first waterfall. The trick to reaching the bomb is to jump to the platform as you slide down the steep part of the flume. If you leap from any other spot, you'll come up short.



Hit the switch to activate the platform on the left. If you leap against the flow, you'll reach the exit above your head.



Beat the bomb-losing balls on the platform ahead before you reach them. Those arrow platforms are completely opposed, so it's better to eliminate your loss before you land on their tail.

AREA 2: PRIMUS CASTLE

ROCK 'N' ROAD MILLIAN ROAD DARK MOON
WATER POOL WARP ROOM VS. NETROB

The stages inside Primus Castle are a mixture of perilous platforms, high-speed hallways and teleportation mazes. Unlike Planet Bomber, the best treasures in these areas are well hidden, so you'll have to be persistent and thorough if you want to collect everything for your perfect score.

ROCK 'N' ROAD

TARGET SCORE: 3,000

The boulders dropping on Rock 'n' Road might seem daunting, but it's easy to collect the items here once you realize that the rocks disappear after they roll past you. Wait for the boulders to blunder past, then retrace your steps and pick up any missed treasure.



There are two ways to avoid the falling boulders: sprint from side to side, or keep from the holes and let them rattle past.



Don't risk your life fighting these like boulders. If you jump and throw your hands from a ledge, you can avoid them before they detect you.

WATER POOL

TARGET SCORE: 4,000



Time your toss to eliminate two problems in one fiery blast. A well-thrown bomb will flatten the platform spikes and destroy the boiling enemy. If you miss, make sure the spikes are gone before you leap.



Poisonous gas and raving enemies are the least of Bomberman's worries in the Water Pool. Without the Scumber Marine, Scumberman will take damage if he has to swim. As you carefully make your way along the highest and hopefully driest path in the level, look for two exits at the end of the stage. The lower exit will take you directly to the Warp Room, but the upper exit leads you down Millian Road.



The Special Bomb is on a ledge below the stage exits. You'll have to jump back up to the left to reach the upper exit.

MILLIAN ROAD

TARGET SCORE: 5,000

Millian Road is a scrolling flight through the halls of Primus Castle. The Bomber Jet has great turning ability, but there's no way to turn around and pick up treasure you missed during your run. If you miss some treasure and you're aiming for the target score, destroy all the enemies to make up the difference.



Dodge the rotating spiked columns that pop out of the walls in front of you. You'll find it easier to avoid a collision and pick up treasure if you use your brakes throughout the stage.



If you're having a tough time finding a weak spot on the armored corner of the end of the level, try aiming for the blue control screen on top of the gas.



WARP ROOM

TARGET SCORE: 1,000

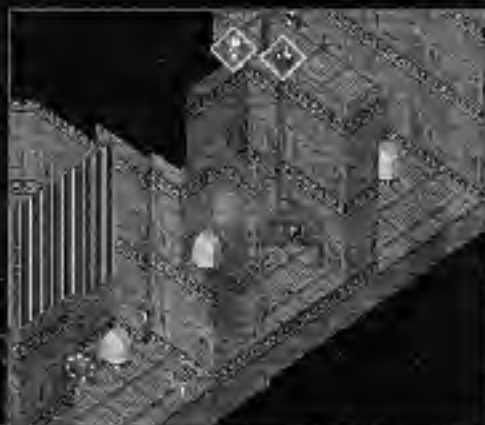
You'll have to teleport through all the compartments in the Warp Room and throw a switch to find all the treasures in this complicated stage. The exploding enemies will wear you down, so concentrate



The Force Field Key is directly above your head when you first step into the Warp Room, but you won't see it until you've zipped through two teleporters.



Grab the Special Bomb behind the force field, then walk right and hop on the platform to reach the final teleporter.



DARK PRISON

TARGET SCORE: 1,000



Blast the door switches to reach the Key Crystal inside. Use the Remote Control to dispatch the enemy inside the cell or you'll have to fight your way past the warring beasts.

You'll have to battle your way through the hostile halls of Dark Prison to find the fear key Crystal that unlocks Princess Millian's cell. This dark facility is packed with criminals and tight spaces. If you walk left and up the ramp next to the entrance, you'll find a cell holding a Remote Control for your bombs. Use this device to blast foes on tiny platforms and avoid taking damage.



VS. NITROS

TARGET SCORE: 1,000



Bomberman may be running into trouble if he's cornered by Nitros's disk attack. It's tough to predict where a disk will bounce when it enters a corner, so do your best to remain in the center of the battlefield.

Nitros has improved his fighting skills since your last encounter with him on Planet Bomber. In this battle, watch for his disk-throwing attack. Whenever Nitros pauses on a click square, he'll throw a disk at you. The disks will bounce across the battlefield until either they're blown up by a bomb or they hit you. It's easy to sidestep the disks in the open spaces on the battlefield—but it's tough to dodge them in a corner.



AREA 3: CLOCK TOWER

KILLER GATE SPIRAL TOWER SNAKE ROUTE VS. BARUDA

There are only four stages in the Clock Tower, the third and final one in Primus Star, but these levels have far deadlier

traps and enemies than any other place on the planet. A healthy dose of patience and caution will serve you well here.

KILLER GATE

TARGET SCORE: 4,000

Killer Gate is one of the toughest stages on Primus. You can make this Bomber Copter stage easier by using clusters of bombs to sink the sub before you explore the rest of the level. Concentrate on taking out one enemy at a time instead of risking hits from a combined attack.



High Flyers will probably miss the Special Bomb under the ledge in Killer Gate. Sink the sub near the treasure before you fire to the deck and pick it up.

SPIRAL TOWER

TARGET SCORE: 3,000



To earn a perfect score in Spiral Tower, you'll need to do some beachcombing. Collect the treasure along the shore before you start your climb up the tower.



If you think you have enough life meter energy, ricochet the platform near the exit and climb up to the Special Bomb at the top of the tower.

To activate the platform next to the stage exit, loop away from the tower to the stern ledges and berth the wreck.

SNAKE ROUTE

TARGET SCORE: 4,000

You'll need to collect four Key Crystals to open the Snake Route exit. While you start in the middle of this vertical level, work your way down to the bottom to pick up the lowest Key Crystal first. If you do this, you won't have to retrace your steps up and down this hazardous level searching for overlooked keys.



Accurate bomb tossing is what will get you to the top of the Snake Route. Lob bombs onto the two switches that control the middle platform near two Key Crystals.



VS. BARUDA

WASTY SCORE: 4,000

You'll pilot the Bomber Copter in your high-flying duel with Baruda. It's helpful to have at least three or four bombs in your inventory, but if you find yourself short on firepower, look for power-ups on the hovering platforms as you start the battle. To win the battle, you'll have to fly above Baruda and drop bombs on him. Charge up your bombs by holding the bottom C button, then release them in a cluster. If you can avoid Baruda's sweeping laser beam attacks, you'll find it easy to gain the upper hand on this foal fowl.



You'll have the best chance of winning this fight if you're carrying full firepower. Collect the Bomb Max and Fire Up on the hovering platforms around Baruda.



Baruda's laser beam is his best attack. Drop your bombs (be sure to take evasive action to dodge his purple ray shooting). Keep away from the beam and he tires it off.



Take to the stratosphere and fly as high as you can away from Baruda. Once you're there, hold the bottom C button to charge up your bombs before releasing them in a deadly cluster.



MORE EXPLOSIVE ACTION IS ON THE WAY!



Bomberman may have liberated Prinnis Star, but the Corvids Empire isn't going to call it quits. Nitros has Princess Millie and he won't give her up until he has his precious Data Disk back. Even with Prinnis saved, there's no guarantee that the Corvids won't invade again or find a way to attack Planet Bomber. Bomberman has no choice but to follow Nitros to the lava planet, Kanika. We'll reveal this hot zone's traps and treasures, plus explore other worlds in next month's issue.



Kobe Bryant in



NBA COURTSIDE BASKETBALL CAMP



Are you getting slammed and finding yourself in a jam? Kobe Bryant in NBA Courtside is a tough game to master, so we've recruited four players here at Microsoft HQ who know the game inside and out for a little one-on-one. Courtside Executive Producer Henry Storani and Associate Producer Ed Ridgway spent months planning the game's design. Marc Doyal and Arnie Ryznar sweated the details in testing the game. This month we've brought all four experts together to give you the best strategies in a special Courtside basketball camp.



If you're having problems getting to the rim, our game experts have the solutions for breaking out the competition.



Annie Myers
Game Teacher

STEALING

"HIGH-PRESSURE DEFENSE MAKES YOUR PLAYERS MORE AGGRESSIVE, CAUSING MORE STEALS AND TURNOVERS."

Blocking shots is the easiest defense to learn, but many gamers don't capitalize on the opportunity to steal the ball. A successful steal will rob your opponent of a scoring opportunity, but a missed block means that the ball is still headed for the rim, and life is the only thing that can prevent it from going in.



Steals rob your opponents of shot opportunities and offer less risk than tries to jump and block every shot.

the ball and pressing the A button, you'll have a better chance if you're standing close to the passer or intended receiver.

Evade down in certain parts of the other player's area, but you might want to maintain a slight distance to avoid being fouled for reaching for a steal. A good measure of distance makes your attempt more aggressive, causing more steals and turnovers, but if you let other players play at the hoop for a long time, they'll be able to

shoot a little or two. So make it your goal to make your own defense something a little bit tighter. The ball will be standing directly in front of the ball handler. If you're being fouled, you'll have to steal the ball at an angle or defend

your perimeter, you'll probably get called for a foul. I found that the best players to steal from are centers or forwards. These guys are often the weakest ball handlers, so you can beat them out faster in their key time. You can also center a forward with the ball, attack that player, and let passes or roughen up a forward.



Your player loses energy every time you try to steal. To save stamina, don't make more than three attempts in a row.

When I steal the ball, I try to avoid jumping on the A button. Each time you hit the A button, you're making a check of energy, so you may want your player's meter meter. The most ways to be exempt in a row is three. There's a few players who



To intercept a pass, stand in the ball path preferably close to the passer or intended receiver and tap the A button.



Centers and forwards are often easier to steal from than guards, so make them your primary target.

THE BEST STEALERS

- ATLANTA HAWKS:** Mookie Blaylock, Tyrone Corbin, Eddie House
- BOSTON CELTICS:** Tyronn Lue, Antonio Walker, Tom Mesrobian, Kenny Anderson
- CHARLOTTE HORNETS:** Bobby Phills, David Wesley
- CHICAGO BULLS:** Scottie Pippen, Randy Upchurch, Ron Harper
- CLEVELAND CAVALIERS:** Drewn Wright, Derek Anderson, Cedric Henderson
- DALLAS MAVERICKS:** Robert Pack, Erick Strickland
- DENVER NUGGETS:** Rocky Jackson, Anthony Goldwire, Bryant Sturt
- DETROIT PISTONS:** Grant Hill, Joe Dumars, Lindsey Hunter
- GOLDEN STATE WARRIORS:** Reggie Miller
- HOUSTON ROCKETS:** Malcolm Glavine, Clyde Drexler, Rolando Blackman
- INDIANA PACERS:** Brian Grant, Chris Miller, Mark Jackson
- LOS ANGELES CLIPPERS:** Paul Richardson, Eric Frazier, Rodney Rogers
- LOS ANGELES LAKERS:** Eddie Jones, Tobe Foe
- MIAMI HEAT:** Eric Mendenhall, Tim Harlow, Dan Majumder
- MILWAUKEE BUCKS:** Trevor Graham, Elliot Perry
- MINNESOTA TIMBERWOLVES:** Anthony Peeler, Stephen Marbury, Tom Gugliotta
- NEW JERSEY NETS:** Andre Gill, Sam Cassell, Kerry Kittles
- NEW YORK KNICKS:** Jeff Starks, Charlie Ward, Charles Oakley
- ORLANDO MAGIC:** Nick Anderson, Antonio Hardaway, Derek Harper
- PHILADELPHIA 76ERS:** Allen Iverson, Eric Snow, Aaron McKie
- PHOENIX SUNS:** Jason Kidd
- PORTLAND TRAILBLAZERS:** Stacey Auger, Damon Stoudamire, Walt Williams
- SACRAMENTO KINGS:** Mitch Richmond, Anthony Johnson
- SAN ANTONIO SPURS:** Cory Alexander, Derek Anderson, Avery Johnson
- SEATTLE SUPERSONICS:** Gary Payton, Hersey Hawkins, Nate McMillan
- TORONTO RAPTORS:** Doug Christie, Glenroy Gibson, Dee Brown
- UTAH JAZZ:** John Stockton, Bryan Sturt, Karl Malone
- VANCOUVER GRIZZLIES:** George Lynch, Michael Smith, Lee Mesberry
- WASHINGTON WIZARDS:** Neil Smith, Chris Webber, Chris Whitley

THE BEST REBOUNDERS

ATLANTA HORNS: Dikembe Mutombo, Anthony Miller, Alaa Abdulrazzak

BOSTON CELTICS: Andrew Wadell, Popeye Jones, Andrew DeClercq

CHARLOTTE HORNETS: Anthony Mason, Vlade Divac, Matt Geiger

CHICAGO BULLS: Dennis Rodman, Luc Longley, David Vaughn

CLEVELAND CAVALIERS: Zydrunas Ilgauskas, Shawn Kemp, Vlade Potapenko

DALLAS MAVERICKS: Shawn Bradley, Sprague Walker, Bert Trautman, A.C. Green

DENVER NUGGETS: Dean Garrett, Tony Battie, Danny Fortson, Froyelounde

DETROIT PISTONS: Billups Williams, Eric Mannor, Grant Hill, Rick Mahorn

GOLDEN STATE WARRIORS: Erick Dampier, Todd Frazier, Clarence Weatherspoon

HOUSTON ROCKETS: Charles Barkley, Hakeem Olajuwon, Gero Willis

INDIANA PACERS: Dale Davis, Rex Buxton, Antonio Davis

LOS ANGELES CLIPPERS: Roy Vaughn, Lorenzen Wright, Jesse Jackson

LOS ANGELES LAKERS: Shaquille O'Neal, Corie Blount, Sean Banks, Elton Brand

MILWAUKEE BUCKS: Steve Nash, J.J. Barea

MINNESOTA TIMBERWOLVES: Kevin Garnett, Tom Gugliotta, Stanley Robinson

NEW JERSEY NETS: Jayson Williams, Michael Cage, Rory Scola, Chris Dooling

NEW YORK KNICKS: Patrick Ewing, Charles Oakley, Chris Dudley

ORLANDO MAGIC: Charles Oatley, Horace Grant, Benik Slayton

PHILADELPHIA 76ERS: Darnell Coleman, Theo Randle, Joe Smith, Scott Williams

PHOENIX SUNS: Antonio McDyess, Horacio Llanos, Danny Manning

PORTLAND TRAIL BLAZERS: Averyca Sabonis, Brian Grant, Rashon Waller

SACRAMENTO KINGS: Michael Stewart, Otis Thorpe

SAN ANTONIO SPURS: David Robinson, Tim Duncan, Will Perdue

SEATTLE SUPERSONICS: Vic Baker, Aaron Williams, Jerome Kersey, Detlef Schrempf

TORONTO RAPTORS: Gary Trent, Shaqun Wright, Marcus Camby

UTAH JAZZ: Karl Malone, Greg Oden, Greg Miller, Andre Carr

VINCINING GRIZZLIES: Michael Swick, Bryant Reeves, Shaan Abdul-Rahim

WASHINGTON WIZARDS: Terry Davis, Georgetown Murrese, Chris Webber



Lil Edgeway
Associate Producer

REBOUNDING

... IF YOUR REBOUND TIMING IS OFF, THE BALL WILL FLY RIGHT PAST YOUR PLAYER AND INTO THE HANDS OF AN OPPONENT ...

Good rebounding is probably the most valuable skill in basketball. If you don't make it, you won't get enough shots on the basket, and your opponent, especially if it's the opponent, plus you will get two more.

To help you find the best rebounding strategy, we've broken down the skill into four categories and made them easier to understand. First, you need to know where the ball is going to end up. Second, you need to know where the ball is going to end up. Third, you need to know where the ball is going to end up. Fourth, you need to know where the ball is going to end up.

After you know the rebound, you'll be able to find the best strategy for you.



Time your jump for the rebound by looking for the ball the moment it hits the rim. Treat every shot as if it will miss.

Jumping and staying forward are usually the two most common rebounding strategies. Jumping frequently gives you a tremendous opportunity with the chance to get a clear path to the basket. If you can't get your hands around the ball, you can usually get it back to the defender by passing the ball to them, then to get out from the key and into the middle. Whatever your strategy, your jump should be timed to the ball's trajectory.



If you react fast enough, you can capitalize on an open shot after the rebound. Pass the ball to your guard or forward.



Your guard and forward will probably be on opposite sides of the court, which forces your opponent into a one-on-one situation.



Fell off the defender of the baseline or the middle. If you're fast enough, you'll have a wide-open shot at the basket.



Move toward the basket, then pass the ball back to the defender. You can't breathe or you'll lose valuable time.



Marc Dovel
Game Tester

SHOOTING

"...MAKE A FEW PASSES AND GET THE BALL TO THE OPEN PLAYER—HE'LL USUALLY FIND AN OPEN SHOT..."

Learning how to use your team's passes and finding who to go to for making critical shots is one of the best things you can do to improve your team's shooting percentage.

When you set up a play, which player can pass the ball to you and spot a pass in the middle of a game, and play in ready positions so you would be in a good position to catch the



If you select Courtside's Replay option, you can see how your players set up during a play and find potential open spots.

ball to you. Use the 8 button to back your opponent down. When you hit the 8 button, an up and under pass starts in front of you by the 4 in the center field. If you have a player who can get it up from the outside, the Green River Hornets, Reggie White (Defense), Tim Hardaway (Offense), Steve Nash (Offense), give him the ball near the three-point line. When he has the ball, call up your forward for a shot. This is one of the best open spots in the game.



If you have a big guy near the basket, use the 8 button to back your opponent down and force your way into the paint.



Henry Storch
Executive Producer

DRIBBLING

"...IT'S TOO EASY IN OTHER BASKETBALL VIDEO GAMES TO RUN THROUGH A DEFENDER, WHICH ELIMINATES STRATEGY..."

Many Courtside games don't understand why they have stop and pick up their dribbles.

You'll have to dribble the ball when a defender is in front of you. When you have the ball, you can use the 8 button to back your opponent down. When another player runs toward you, the computer decides that one of two things will happen: the ball will be passed away from you, or the defender will steal the ball. If you're controlling the player, you can hit the 8 button to back your opponent down. If you're controlling the defender, you can hit the 8 button to back your opponent down. If you're controlling the player, you can hit the 8 button to back your opponent down. If you're controlling the defender, you can hit the 8 button to back your opponent down.

When you have the ball, you can use the 8 button to back your opponent down. When you have the ball, you can use the 8 button to back your opponent down. When you have the ball, you can use the 8 button to back your opponent down. When you have the ball, you can use the 8 button to back your opponent down.



The best dribblers in the game will automatically pick up the ball to thwart a steal and save you from a costly turnover.

THE BEST SHOOTERS

ATLANTA HAWKS: Steve Smith, Mookie Blythe

BOSTON CELTICS: Kenny Anderson, Dana Barros, Antonio Walker

CHARLOTTE HORNETS: Glen Rice, Paul Curry, David Wesley

CHICAGO BULLS: Scottie Pippen, Steve Kerr, Rester Peyer

CLEVELAND CAVALIERS: Wesley Person, Danny Ferry, Mark Stone

DALLAS MAVERICKS: Michael Haley, Robert Davis, Cedric Cionson

DENVER NUGGETS: Johnny Newman, Bobby Jackson, Bryant Smith

DETROIT PISTONS: Grant Hill, Joe Dumars, Jerry Stackhouse

GOLDEN STATE WARRIORS: Jim Jackson, Donyell Marshall, Clarence Weatherspoon

HOUSTON ROCKETS: Clyde Drexler, Mark Ellis, Charles Barkley

INDIANA PACERS: Reggie Miller, Chris Mullis, Fred Hoiberg

LOS ANGELES CLIPPERS: Leonard Murray, Damon Martin

LOS ANGELES LAKERS: Kobe Bryant, Eddie Jones, Nick Van Exel, Rick Fox

MIAMI HEAT: Tim Hardaway, Voshon Lenard, Grant Kerry, James McPherson

MILWAUKEE BUCKS: Ray Allen, Glenn Robinson, Terrill Condon, Rick Pierce

MINNESOTA TIMBERWOLVES: Tom Gugliotta, Stephen Marbury, Kevin Garnett

NEW JERSEY NETS: Nick Van Exel, Henry Kissel, Sam Cassell

NEW YORK KNICKS: A.J. Ayers, Steven Johnstone, Patrick Livingston

ORLANDO MAGIC: A.J. Ayers, Harshway Nick Anderson, Mark Price

PHILADELPHIA 76ERS: Allen Iverson, Tim Thomas, Derrick Coleman

PORTLAND TRAILBLAZERS: Rex Chapman, Dennis Scott, Kevin Johnson, George McCollum

PORTLAND TRAILBLAZERS: Isaiah Rider, Will Williams, Damon Stoudamire

SACRAMENTO KINGS: Mitch Richmond, Mervyn Albert-Ross

SAN ANTONIO SPURS: Vinny Del Negro, Steve Collier, Chuck Person, David Robinson

SEATTLE SUPERSONICS: Dale Ellis, Darrell Schreffel, Harvey Hawkins, Gary Payton

TORONTO RAPTORS: Gary Carter, Cheneoy Dilsay, John Wallace

UTAH JAZZ: Jeff Hamrick, John Stockton, Karl Malone

VANCOUVER GRIZZLIES: Stacey Auger-Fullin, Sam Mack, Doug West

WASHINGTON WIZARDS: Tracy Murray, Rod Strickland, Gilbert Cherry



EUROPEAN GRAND PRIX

The European GP throws plenty of curves your way. The straightaways between the turns will give you some time to gain speed, but unless your cornering is perfect, you'll lose the lead. Forge a high-speed setup for tighter handling.

RECOMMENDED CAR SETUP

TIRES	1	DEPENDENT	1
F. SUSPENSION	4	F. SPOILER	3
R. SUSPENSION	5	R. SPOILER	5

Ⓚ Hit Stop

Ⓚ Short Kame



Your car will have a tendency to drift to the left around the bend, so shift toward the inside of a turn to make more of it.



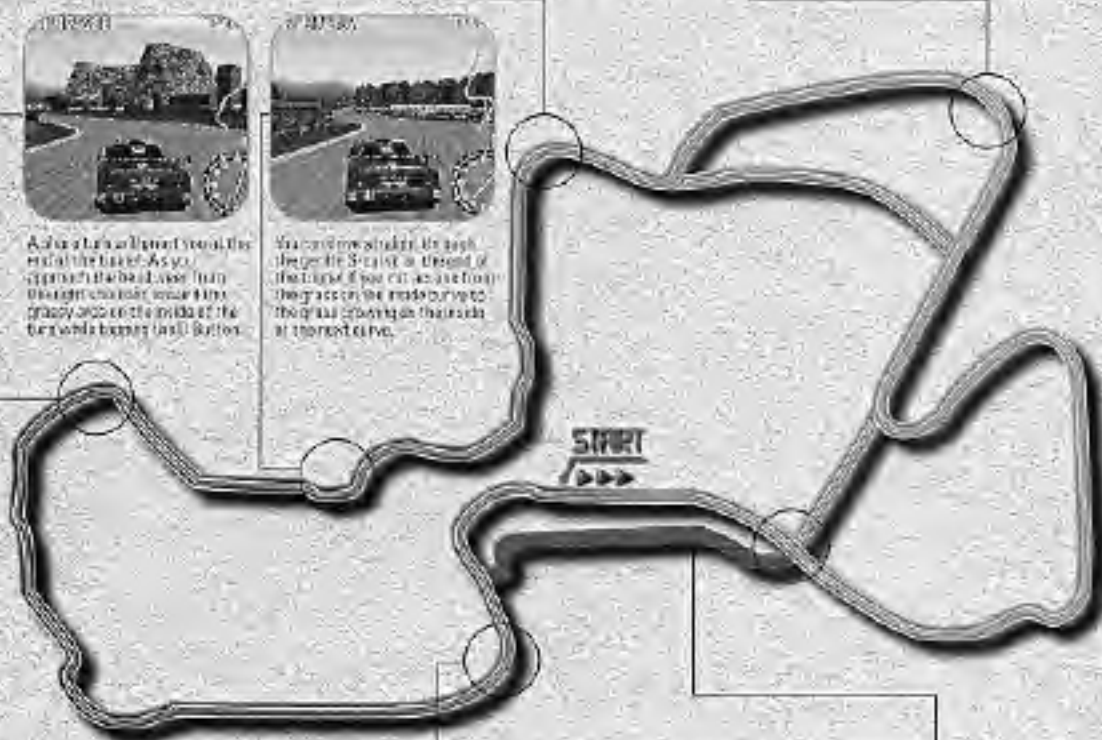
When you reach the 180-degree turn, ease away heading into the turn, ease off the throttle as you lean right to clear the corner.



As the turn widens, steer the rest of the track. As you approach the bend, use the throttle to gain some extra grip on the inside of the turn while keeping your throttle.



Use your momentum to keep the car in a tight line through the corner. If you run as close to the grass as you can, you'll get a slight boost in speed as the car's wheels grip the road at the start of the curve.



After taking it through the straightaway, transfer from the inside to the outside of the turn. The car will then take the turn as you see.



As you come to the turn in your car, you'll swing into a turn. It's a good idea to ease off the throttle as you lean into the turn.



JAPANESE GRAND PRIX

The Japanese GP is the most intimidating of the races, largely because its track lacks shoulders and has many severe turns. Moreover, some portions of road are unpaved, making low-line an important consideration when setting up your vehicle.

RECOMMENDED CAR SETUP

TRAC	B	DIFFERENTIAL	A
W/STABILIZER	1	STEERING	1
R/SUSPENSION	1	Z-DRIVE	0

○ Pit Stop

○ Short Race



Slower wheel brakes as you hit the road's hairpin turns, then get wide feet of air as you approach the hairpin turn.

BASIC DRIVERS' ED

To win, you'll need to learn the basics of handling your car and knowing how to approach corners. Buckle up for lessons one in GT 64 drivers' ed.

FROM THE JORD 100

The first step to a good race is a good start. As you rev your engine at the starting line, avoid holding down the A Button to raise your RPMs. If your tachometer explodes anywhere beyond 5,000 RPMs when you shift into neutral to first gear, you'll end up losing rubber wheels going nowhere fast. To avoid spinning your wheels in place, tap the A Button, rather than keeping it pressed down. If you keep tapping the A Button so your tachometer measures less than 4,000 RPM, you'll avoid problems pulling ahead once your car is in gear.



WHEEL JUMPS

The trick to successful cornering is knowing when and how to apply your brakes. As you approach a corner, ease on your brakes by pressing and holding the B Button. Then, as indicated by the flag on the right, ease off as you round the bend so that you're not using 100 percent of your brakes. As you exit, you'll want to ease about 25 percent of your braking power by tapping the B Button. Once the turn begins to straighten out, your braking worries will be over, and you will be able to safely pass it out of the lead.



SLIDING AROUND THE BEND

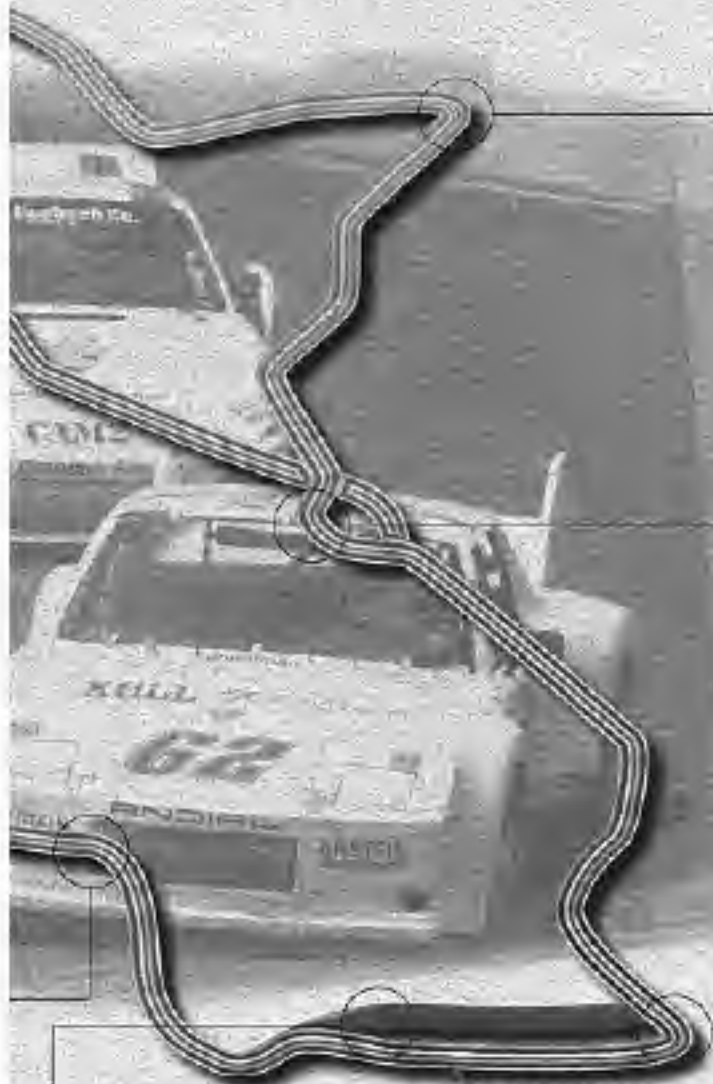
If you apply your brakes as you round a corner, your car's bumper will slide away from the inside of the turn. While that initial car spin may seem out of control, your car's tendency to drift can be a convenient way to line up your vehicle for the straightaway heading out of the turn. Whenever your car begins to drift, a wheel will pass the brakes and give a signal you don't need since your straightaway approach. Since the CPU can avoid that drift and take corners more slowly, you'll be able to gain the lead by coasting through cornering.



Drive through turns. We head for the drift and will give you the turn the driver is the most of the end of the turn. As you round the hairpin turn, use the right side of the track as you then brake as soon as you see the white flag in the air.



NINTENDO POWER



The time of the first 45 degree turn is set by the car's position as the red and yellow turn signs come by again.



First the left lane will be passed then 2/3 right. Just if you're avoiding the power prop on the right, then turn into the left lane, you'll avoid the left lane cars, dodging the red and yellow road signs all together.



The CPU cars tend to get stuck around corners, so take thousands more to pass them. If you end up driving a slower car, that is what you get. Small cars, with the better car will pass you.



If you get 2/3 left, you'll find a car in the middle of the track. If you're in the middle of the track, you'll find a car in the middle of the track. If you're in the middle of the track, you'll find a car in the middle of the track.

▶▶▶ START



U.S. GRAND PRIX

The turns are few and far between on the U.S. course, which is characterized by long stretches of straightaways. Tuning will be a minor consideration, so customize your car appropriately by focusing on speed rather than handling.

RECOMMENDED CAR SETUP

WHEELS	SPORTS	3
ENGINE	SPORTS	1
R. SUSPENSION	SPORTS	1

Ⓢ Hit Stop

Ⓢ Start Race

ADVANCED DRIVERS' ED

If you plan on going the distance, you'll need more than basic training to get you through a 24-lap race, so take in a few advanced track tips.

CONSTANT-SPEED CORNERING

Skilled drivers will be able to take an corner without braking if they round turns at a constant speed, which is usually around 50 mph. With a little finesse, you'll be able to maintain that speed throughout the turn by entering it from the outside lane, then sliding as close to the apex of the curve as possible. Once you've cleared the corner, continue drifting to the outside lane to make your exit.



VARIABLE-SPEED CORNERING

With the more manageable cornering method, your steering won't need to be as precise as it needs to be for constant-speed cornering. By approaching the turn from the outside, then beginning your turn once you've passed the inside apex of the curve, you'll be able to drive in a straight line to the far side around the bend. Begin decelerating as you approach the curve, then gradually increase your speed as you slide your turn and cut across the curve.



THE ESSENCE OF S-CURVES

Barreling through S-curves can become a driving nightmare if you try to keep your car centered in the lane as you zigzag your way through. Rather than split your car's control with over-steering, keep your drifting to a minimum by making it switch from one inside curve to the other. By pulling wide around the first curve, you'll be able to plot a straight path to the second curve.



Gravel and ice don't resist the turn's make-it-or-buy-it, as usual, causing the road and winter slicks to slip on you. These speeded traction. If you cut wide enough around the first bend, you'll be able to make the second with less deviation of the second turn.



As soon as you clear the first 90-degree turn, round the left side, decelerating. Drift on the inside and slide to the apex of the curve. When the rear end yawns, turn appropriately on a turn.



The ideal way to the turn of the S-curve is to keep your car centered in the lane as you zigzag your way through. Rather than split your car's control with over-steering, keep your drifting to a minimum by making it switch from one inside curve to the other. By pulling wide around the first curve, you'll be able to plot a straight path to the second curve.



The first turn you'll encounter on the course is a 90-degree turn at the end of the straightaway. To help you, a crowd of spectators is positioned on the outside of the curved turn, which helps you when a few others will go over.



Following the 90-degree turn, the track will be a straightaway that will help you with speed and fuel on a wide path. To help you, a crowd of spectators is positioned on the outside of the straightaway.



When the track turns 90 degrees, you'll be heading into a tight turn. To help you, a crowd of spectators is positioned on the outside of the corner. To help you, a crowd of spectators is positioned on the outside of the corner.

START



The two main races will happen during the course of the championship. You'll be racing the first one, and you'll be able to clear the second. And the team is there to help you. It's the outside right before you reach the end. And you'll be off to the track.



POWER'S EXCLUSIVE PREVIEW OF

TUROK

At E3, we were among a select few journalists and industry insiders who were allowed a sneak peek at an early version of *Turok 2*. What we saw in Iguana Entertainment's heavily guarded suite blew us away. Imagine our delight, then, when we were invited to Iguana's headquarters for an exclusive, in-depth preview of the game-in-progress and an interview with its Lead Designer, David Dientsbier. *Turok 2* is currently scheduled for a fall release, and we have the scoop!



With its lush, hand-drawn graphics, *Turok 2* promises to take the first-person action game to a whole new level with its realistic level design and graphics.

LIVIN' LIFE LUSH



As DAVID led us through Turok 2, the description of the world's terrain was so "lush," RFP editors and writers became alarmed every surface, and David assured us anything would truly look better than they've ever seen. And that's true.

Once the game is complete, each of the eight stages will have a distinct look. It's in



lush and exhilarating despite the fact that each stage will have a unique graphical set and will have few elements in common with the other ones. "I just assumed that they would want to handle the unique features," and they succeeded with their analysis. As we ventured further into Turok 2, we can begin to feel the hundreds of textures, every detail, the texture of a corner or edge, and the distance. The final stages look good, but I can't tell if they were worth the sides that we've seen. It's a bit of a pity that the whole game is not as good as the first one.

As David led us through Turok 2, the description we kept coming back to was "lush."

LIGHTING IT UP

Most of the realistic look of Turok 2 came from the new lighting system. This time, it was the environmental lighting, which was the natural light present in the world. Second, there was dynamic lighting, which reacted in real time to the on-screen action. For example, when we entered a dilapidated chamber, the flickering light



Even without dynamic lighting, the game looks a great deal more realistic. Note the texture of the surface and the way the light is reflected. But the dynamic lighting is what makes it shine.

from a hole in the ceiling of a just a wall and people's beautiful, cascading patterns in the walls and ceiling. When we were ambushed by guards, the muzzle flashes from our weapon lit them up in a pulsing, spotlight, and as our glances, bullets bounced around the room, steel was danced and jerked crazily. Now that's what we call "mixed lighting!"



Each stage will have different spaces and the way the game and other graphics elements will be combined with that space.



We were met by Jay Moore, Iguana's Public Relations Manager and one of the company's founders. From the moment he led us through Iguana's lizard-scaled front doors, Jay waxed enthusiastic about games in general and Iguana in particular. While we'd expect someone in Jay's position to play up his company's image and accomplishments, we're inclined to take him at his word. Having worked as a video game journalist and developer for many years, Jay is not afraid to say



Jay Moore, the self-described "King of Iguana," is the PR Manager and a company founder.

THOSE WONDERFUL TOYS



“I’m not a fan of weapons,” says Turok. “I’m a warrior, not a gunner.” David says, “I’m sorry we didn’t see you in any of Turok’s new roles. While we love the original Turok, we’re excited about the new Turok 2. We’re excited because we’re adding a new character and playing role. We’re excited because we’re adding a new character and playing role. We’re excited because we’re adding a new character and playing role.”

“I’m not a fan of weapons,” says Turok. “I’m a warrior, not a gunner.” David says, “I’m sorry we didn’t see you in any of Turok’s new roles. While we love the original Turok, we’re excited about the new Turok 2. We’re excited because we’re adding a new character and playing role. We’re excited because we’re adding a new character and playing role.”



Some weapons, like this upgraded ringar, will be looking a little different than the original.

PARTICLE PERIL

“I’m not a fan of weapons,” says Turok. “I’m a warrior, not a gunner.” David says, “I’m sorry we didn’t see you in any of Turok’s new roles. While we love the original Turok, we’re excited about the new Turok 2. We’re excited because we’re adding a new character and playing role. We’re excited because we’re adding a new character and playing role.”

“I’m not a fan of weapons,” says Turok. “I’m a warrior, not a gunner.” David says, “I’m sorry we didn’t see you in any of Turok’s new roles. While we love the original Turok, we’re excited about the new Turok 2. We’re excited because we’re adding a new character and playing role. We’re excited because we’re adding a new character and playing role.”

“The hit detection will be so fine-tuned, you’ll be able to shoot an arrow through the visor of an enemy’s helmet.”

“I’m not a fan of weapons,” says Turok. “I’m a warrior, not a gunner.” David says, “I’m sorry we didn’t see you in any of Turok’s new roles. While we love the original Turok, we’re excited about the new Turok 2. We’re excited because we’re adding a new character and playing role. We’re excited because we’re adding a new character and playing role.”



Artists (from left) Thomas Coles, Derek Balazotic, Alan Johnson and Brent Tracy

David kept up a rapid-fire commentary, interrupting himself with shouts of glee whenever something real happened on screen. We were very much impressed by the fact that David could still be surprised and excited by Turok 2, despite the pressure of his work and the months he has already devoted to this game. We were also impressed by his candor and humility. When he introduced us to his Turok 2 teammates, including Thomas “Particle Man” Coles and Joe “Enemy Alien” Lee, David was emphatic about giving credit where it was due. “Don’t mention my name



Artists (from left) Shane Barrett, Joe Lee, Greg Oroschuk, Mike Jurek, Balazs Miller and Ted Zeman

CLASSIFIED INFORMATION

0428 6211 4842 0680

MEMBER IDENTIFICATION #



FORSAKEN
BY

Baseball Bash

The Boys of Summer are in full swing now, so here are a few codes that you can have fun with on your way to the World Series. Let's play ball!

No-Hit Pitch, Pt. 1

This code works with the Arcade batting mode. When pitching against the computer, first move the pitching cursor outside of the road hitting corner. Hold Z and press left, top or right C to look at a base.



No-Hit Pitch, Pt. 2

Release Z first, then release the C button. The view will return to home plate, but the pitching and batting cursors will be gone. Throw any pitch. The batter will either not swing or he'll swing and miss.



Special Teams

On the main menu, highlight Exhibition and press all the C Buttons simultaneously until you hear a tone. This will unlock the Historical and Angel Stadium scores in the Exhibition and World Series modes.



Move Ball Logo

On the title screen, hold Z to make the baseball in the game logo stop spinning. While still holding Z, use the Control Stick to make the ball spin at your command.



Spud Head!

Enter these codes on the main menu, where the words "Press Start" appear. If a code is entered correctly, you'll hear a voice say, "Spud Head!"

Psychedelic Mode

In Psychedelic mode, the background colors will shift slowly. Press A, R, Left, Right, Down, top C, left C and bottom C. With all these codes, use the Control Pad to enter the directional commands.



Game Mode

To up the "squish factor" of the game, press Z, Down, top C, left C, left C, left C, left C and bottom C.



Turbo Crazy Mode

The Turbo Crazy mode gives all players unlimited Mines. Press B, B, R, Up, Left, Down, top C and left C.



Wire-Frame Mode

To delete all the surface textures in the game, press L, L, R, Z, Left, Right, top C and right C.





Big Heads, Thin Bodies

If you can't leave well enough alone, then use these codes to perform horrific genetic experiments on your players. To give your players big heads, hands, feet and hats, access the Cheat Menu and type in **GOTHILBUM**. To make your players paper thin, type in **PRPPAPLYR** as your cheat. Press Start to lock in a cheat, then press B to return to the main menu. Despite their new looks, your players will perform as well as they did before.



Press Start to lock in a cheat, then press B to exit the Cheat Menu.



It looks like Cecil Felder finally found a dial that works...!

Smooth Skating

This month's installment of Classified Info is tuning out to be a real sports fest, and now we'll head over to the hockey rink for a few cool ones. Just so you know, the Bonus Point code is used in Season mode only. Points are used to hire coaches, recruit and train promising prospects, heal injuries (using the Trainer's Room option) and buy Team Events. If you use the Bonus Point code along with the Perfect Player code, you can build a team that is practically unstoppable.

Bonus Points

On the main Season mode menu, press left C, left C, right C, right C, left C, left C, right C, right C, and R to give yourself another 100 Bonus Points. You can use this code as often as you like.



Perfect Player

In the Create Player or Draft Prospect option, name your player "Jim Jones" to reset all performance stats. You can then reassign him and edit his stats or bio in any way.



...Ah, Ah, Ah, Ah, Stayin' Alive!

When it's time to get down, pause your game and press A, bottom C, Down, Up, bottom C, B, R, R, right C, right C and Z. Use the Control Pad to enter the directional commands. This code will change the basketball court into a disco dance floor, complete with lighted floor panels and "disco ball" lighting effect!



After the code is entered, press Start to resume play.



They were dancing, and singing and moving to the groove!...

Random Select

To choose a team at random, press L and R simultaneously on the Team Select screen. You can use this code to select your team and your computer-controlled opponents as well.



Pull Goals

It's cheap, but it works! In a one player game, switch your Controller over to your opponents. Use the Team options to sell the goalie. Switch back to your original team. Now your foes have no goals!



RAMPAGE

WORLD TOUR

City Select

We have to admit that we can't resist the simple fun of eating and bashing our way across the globe. To start a game in any city (including the secret stages), hold L and all the C Buttons on the main menu or Character Select screen until you hear a tone. Begin a game and go to the screen that shows the city and the day. If necessary, press A to make the Runlike Pak message disappear. Using either the Control Pad or the Control Stick, press Up or Down to select a country and press Left or Right to select a city.

TOKYO

When traveling abroad, be sure and sample the local flavor.

DAY 1

No matter where you begin, you'll always start on Day 1.



Gezillia's got a little more Mexican, nacho!

BUST-A-MOVE 2

ARCADE EDITION

Secret Puzzles

To access a secret set of puzzles, go to the title screen and press L, Up, R and Down. If the code is entered correctly, a small green creature will appear in the bottom-right corner of your screen. Now begin a new game. A new play option called "Another World" will appear. Select this option to find a brand new set of puzzles. As a bonus, this code will also allow you to choose a new character in a two-player contest. To enter the code, be sure to use the Control Pad and not the Control Stick.



Look for "Another World" to appear in the lower-left corner.



This will open a new world of puzzling possibilities.

TAKARA

Old Game, New Character

If you need a change of pace for this classic Game Boy fighter, then try this code on for size. On the Takara logo screen, press Select 20 times. If the code is entered correctly, you'll hear a tone. Now go to the Player Select screen to find a new female character, Nakoruru.



Press Select 20 times on the Takara logo screen.



Nakoruru will be a fierce and formidable opponent.

BOMBERMAN

GB

Passwords

To skip the fluff stuff and head straight to the tough stuff, try the password below. Here they are in order, from Area 1 to Area 7: 8566, 3434, 1637, 0320, 6524, 3266, 4783. These password are for a Mode A game, but you can switch to the harder Mode B at the start of any area.



Each password will take you to the beginning of an area.



Okay, we won't make any more jokes about short fuses.

CLASSIFIED INFORMATION



More Hidden Characters

Last month, we showed you how to access one of our fighting favorites, Earthworm Jim. In *Clay Fighter: Sculptor's Cut*, this month, Jim is being joined by a new trio of equally amusing (and equally twisted) characters, including Sumo Santa, High Five and the ever-popular Boogerman. To use a character code, first highlight either one of the Question Mark Boxes on the Character Select screen, then enter the code sequence. If a code is entered correctly, you'll hear a tone. We've also included a few Claytalties and special moves to spice up your battles.

Sumo Santa

Highlight a Question Mark Box. Hold L and press A, right C, A, right C, bottom C and top C. You'll hear a tone. Release L and press R to make Sumo Santa appear.



Sumo Squish

If you thought Boogerman was crude, then get a load of Sumo Santa! To access this Claytality, stand within foot sweep distance of your dazed foe and press Back, Back, Forward and Back.



Belly Bunt

To use this or any Shadow Move, you must have one full Super Meter bar. Press Down, Down-Forward, Forward, Down, Down-Forward, Forward and any Punch.



Boogerman

Highlight a Question Mark Box. Hold L and press D, B, right C, right C, left C and right C. You'll hear a tone. Release L and press R to make Boogerman appear.



Flaming Fart

Boogerman's signature Claytality makes a sizzling return in *Sculptor's Cut*. Stand within foot sweep distance and press Down, Down, Back, Back, Forward, Forward and R to launch out.



Super Buttapin

Press Down, Down-Back, Back, Down, Down-Back, Back and any Kick to perform this Shadow version of Boogerman's mid-air attack.



High Five

Highlight a Question Mark Box. Hold L and press top C, bottom C, left C, right C, D and A. You'll hear a tone. Release L and press R to make High Five appear.



Peace, Man!

To execute this finger-lickin' good move, press Down, Down-Forward, Forward and any Punch. Nyah, nyah, nyah!



If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

NINTENDO POWER SOURCE

NINTENDO POWER SOURCE

GET ON

LOG ON

CHECK US

OUT



on-line update



www.nintendo.com

If you're looking for anything and everything that's Nintendo, this is where the journey begins. If you've been here before and you think nothing has changed, you couldn't be more wrong. Unlike other web sites where material is added once a month or twice a year, *nintendo.com* is updated daily, with new game reviews and reviews of upcoming titles like *Tomb 2*, *Seeds of Evil* and *GoldenEye: International*. Thousands of code hunters must know this because they hit this site daily, scrolling through the massive Code Bank, a handy data base packed with codes for games on all

Nintendo systems. *nintendo.com* is also your connection to Nintendo's Game Connection, responses to frequently asked questions (FAQs) for popular N64, Super NES and Game Boy titles. Whether you're stuck in a new game or you're looking for a new angle on an old favorite, this is the source with the answers. It's the spot to click on first.



www.nintendosports.com

Here's the place where sports gamers come to play. Nintendo's online sports highlights include baseball, basketball, football, soccer, ice hockey, jai-alai, and all other sports. You'll find articles comparing games, special interviews with game developers, and reviews of what's in progress. But this isn't just about articles and photos of new games—it also lets you participate in fun sports surveys and quizzes to

win cool prizes. In a recent trivia contest, prizes were awarded to those who answered questions about MLB following Ken Griffey Jr. who entered in a drawing to win baseballs also awarded by Major



www.pokemon.com

Are you ready for the Pokémon invasion? (Don't worry if you don't know what we're talking about—tip over to the special Pokémon page in this issue after you finish reading this article.) At the moment, pokemon.com is still under construction, but when it's finished, it will be packed with great tips for starting your own monstrous Pokémon collection. Among the features being planned for the site is a virtual

Pokémon pet training area where you can raise and take care of your own Pokémon at the web site. Since the Pokémon games are packed with over 150 different creatures, it's a sure bet the pokemongo.com will have plenty of tips for catching the most elusive Pokémon, plus plenty of photos of the ones that might not interest you.



ASK DAN

askdan@nintendo.com

YOU'RE ASKING FOR IT

DAN OWSEN IS THE HOST OF ASK DAN AT NINTENDO.COM. INSIDERS RECENTLY DISCOVERED A DARKER SIDE TO HIS EASY-GOING PERSONALITY.

Q: Hey Dan, do the hieroglyphs in the pyramid in Mario 64 mean anything? —Krog

A: Sounds like it's time to let Evil Dan out of the bag. Evil Dan says, "They mean whatever you want them to mean. Ninja Mario? Maybe. Naked Mario? See what else you can find!"

Q: My friend Joe has a problem with lying. He says that he found secrets that nobody has found. I was wondering if you could tell me if his codes are true: In Goldeneye 007 in the Banker is there a remote control that can change the channels on the big screen? In the Astro level can you get inside the space shuttle and find more levels on Mars? In Mario Kart 64, can you ram Toad so that his wheel comes off? After that, does Toad run out and scream "Noo!"? —Malece755

A: Even Evil Dan was forced to run out and scream "Noo!" after reading this E-mail! Of course, he was as he was to go use his baseball bat on your buddy, Joe. After all, Evil Dan doesn't want anyone messing in on his business of distributing bogus codes!

Q: What is the point of Doom? It's painful. Those idiots are running around and getting killed. One of them goes up to this horse-man thing and tries to kill it. First the guy shoots at it, then the thing shoots one fireball and misses, then another and the guy dies. —Blas75192

A: Evil Dan says, "I've heard of defective Game Paks, but here is a clear case of a defective player." Now you all see what I have to deal with. Perhaps you can understand why Evil Dan is sometimes a necessary evil.

www.banjo-kazooie.com

You're almost out of Honey Energy and Gruntilda has threatened to transform your sister Tooty into an ugly thing. Don't despair! Kart and click your mouse to banjo-kazooie.com to get some smarts that the average bear. This site is packed with links to guide you through every smuck and cranny in the new works of Banjo-Kazooie. You'll also be able to scroll through news clips for rousing Banjo music and playing with Gruntily in the final battle. The site is a great resource for finding overlooked Eggs, Items, and Hidden Coin Pieces. You'll also find links to new home PC ROMs and reviews. Be sure to explore Bottles' guides to Banjo's Dingo or where to look in Gruntilda's Lair for Cheato Pro Shellbook.

www.funtography.com

Picture this: there's a place where you can go to learn how to unleash the creative potential of your Game Boy Camera! Funtography.com has the tips you need to find new angles for creating hilarious shots of your pets, friends and family. When you consider the camera's special effects, animation editor and mixing board, it's obvious that this accessory can take you far beyond its original print-and-shoot. Funtography.com is the place to go to find out how to use every little possible trick in your Game Boy Camera.



other hot spots

www.nintendo.com/goldeneye007

Do you have a game question about GoldenEye 007?

www.yoshistory.com

With a story Star Fox or

www.starfox.com

Diddy Kong Racing? Nintendo

www.dkr.com

Power Source has the website for

you. Nintendo.com/goldeneye007 features complete level listings and special instructions for fun facts. Yoshistory.com has a virtual pet game where you can raise your own Luby Yoshi. Starfox.com includes the actual full-voice samples of the Star Fox and Star Wolf teams, while dkr.com has tips for every track in Diddy Kong Racing.



www.zelda64.com



You'll have to wait a little while to play *The Legend of Zelda: The Ocarina of Time*, but zelda64.com will feature a preview of the fantastic world of Hyrule when it goes on line later this fall. Considering the publicity surrounding what most experts consider to be the most anticipated game of the year, you can't be on plenty of *Zelda* web sites popping up on the Internet. But zelda64.com is the only official *Zelda* site in North America, and Nintendo Power Source's Dan Owen will be in charge of the web site's content and design. This special site is under the wing of Shinya Miyamoto, *Zelda*'s creator, by virtue of the English game box. While other Internet web sites will bring about information based on rumors, zelda64.com will have the facts from the game's creator, making it the undisputed authority on the topic.

www.getngear.com

Serious Nintendo merchandise collectors make the Get n' Gear store a regular virtual shopping stop. Getting your hands on Nintendo merchandise like t-shirts and collectible figurines, characters, Nintendo.com even sells official game accessories and replacement components for all Nintendo systems. If you're looking for a hard-to-find game, you can want search or scroll through a complete database of their

selling Nintendo products in your area. Our favorite feature in nintendostore.com is the name list lets you enter under back issues in *Nintendo Power* or receive your subscription.



www.nintendostore.com

ON-LINE UPDATE

CAMP HYRULE BE A HAPPY CAMPER

Pick up your marshmallow stick and gather around the virtual campfire, it's almost time for another trip to Camp Hyrule! Since it started three years ago, Camp Hyrule, a virtual summer retreat created and hosted by Nintendo Power Source, has received wide acclaim from gaming fans. It may sound a little campy to some, but intended hat gamers who participate always have more fun than they expected. When you arrive at camp, you're assigned to a virtual cabin with a group of bunkmates, all fellow gamers. Here you'll meet your camp counselor, who, in case you haven't already guessed, is an actual Nintendo game counselor. Each day you and your bunkmates will have the chance to chat with your counselor about Nintendo games and products and compete in contests against rival cabins—and if you can't win, you can get even with a surprise cabin raid. In the past, campers have raced each other to complete Internet scavenger hunts or annual trivia contests. No matter what these crafty counselors decide to do this year, you can bet that the emphasis will be on fun. Demand is exceedingly high for this event, so click on the registration list at nintendo.com and get yourself signed up!



Waialae Country Club

TRUE GOLF CLASSICS®

**WAIALAE COUNTRY CLUB: TRUE GOLF CLASSICS
IS THE NEXT BEST THING TO ACTUALLY PLAYING
IN PARADISE!**



The full hunch on a teebox allows you to adjust your swing, your stance and the amount of spin on the ball to suit any situation or prevailing weather conditions.



A passing fall storm may wet the grass and slow your ball. Because the grass is wet, you'll find ruts or "bumps" that will roll the ball to one side or another.

If you're one of those who when golf is time, or a 30-year-old, a day, then you probably find it hard to find a good program to play. The Sun and published by National Waialae Country Club True Golf Classics provide you with the mechanics and exciting challenges in a colorful package. One to your players can be out in an afternoon game mode and score up in ten distinct scenarios in the game's memory. While it can be tedious, it's just practicing your swing or breaking your fair clubs, the true challenge is that the game plays a variety of real-world scenarios (wind, rain, etc.). Every time you play, the weather and the position of the hole on each green may change, even in the practice mode. As a result, no other game has many times your hit the hole. If, Monday, you'd find more challenges and a whole lot of fun with it.



Setup Data

Using the Setup Data screen, it's easy to modify and save up to eight different player profiles. You can create a custom profile for any of your players or specific editions of your own magazines. You can also select a specific club set to place upon the clubs category.



Default player stats cannot be changed, but if you choose the Customized option, there's no limit to the number of skill points you can assign to a category.

Player Abilities

Average Player

Power	★★★★★
Technique	★★★★★
Recovery	★★★★★
Good Putter	★★★★★
Wind Player	★★★★★

Power Player

Power	★★★★★
Technique	★★★★★
Recovery	★★★★★
Good Putter	★★★★★
Wind Player	★★★★★

Technique Player

Power	★★★★★
Technique	★★★★★
Recovery	★★★★★
Good Putter	★★★★★
Wind Player	★★★★★

Recovery Player

Power	★★★★★
Technique	★★★★★
Recovery	★★★★★
Good Putter	★★★★★
Wind Player	★★★★★

Good Putter

Power	★★★★★
Technique	★★★★★
Recovery	★★★★★
Good Putter	★★★★★
Wind Player	★★★★★

Wind Player

Power	★★★★★
Technique	★★★★★
Recovery	★★★★★
Good Putter	★★★★★
Wind Player	★★★★★



Average Players can perform adequately in most situations.



Power Players can hit long especially on tee shots.



Technique Players can hit more regular shots and putts.



Recovery Players can make the most of bad situations.



Good Patters correct and compensate for bad breaks.

CHECK YOUR CLUBS

Swing time, speed, and posture are important to working your club. Changing a club's shaft or head length has little to do with the amount of control you have over the ball. You can also use the Distance option to measure the range of each club, as shown on this chart on the next page. While the shaft clubs are the same, we do recommend measuring the length of your 7 Woods to 80 yards.

7 Woods

Head	Fixed
Shaft	Standard
Length	Personalized



We like the long-range flex, but you might prefer more control.

9 Irons

Head	Carthy
Shaft	Standard
Length	Conventional



Carthy is a great set of irons, so we prefer the Conventional head.

9 Irons Wedge

Head	39 degrees
Shaft	64 degrees
Length	62 degrees



Do you like more loft or more distance on shots out of the bunker?



Club Distance Chart

	1W	2W	3W	4W	5W	
Titan	260-270 yds	210-220 yds	240-250 yds	220-230 yds	210-220 yds	
Metal Wood	160-170 yds	210-220 yds	220-230 yds	210-220 yds	210-220 yds	
Performance	170-180 yds	210-220 yds	230-240 yds	210-220 yds	210-220 yds	
	II	2I	3I	4I	5I	
Cavity	210-220 yds	200-220 yds	190-210 yds	180-200 yds	170-190 yds	
Conventional	220-230 yds	200-220 yds	210-220 yds	190-200 yds	180-200 yds	
	6I	7I	8I	9I	PW	SW
Cavity	160-180 yds	150-170 yds	140-160 yds	130-150 yds	110-130 yds	100-120 yds
Conventional	170-190 yds	160-180 yds	150-170 yds	140-160 yds	120-140 yds	110-130 yds
7-club irons		6-club irons		6-club irons		
Sand Wedge	60-100 yds	100-150 yds	70-90 yds			

Check Records

From the first time in the tournament, the computer keeps track of all your classic performance statistics, as well as today's hole-in-one records.



The computer keeps track of everything from the number of birdies you shoot to the average number of birdies (par minus) on a particular hole. You can compare yourself against other golfers as well as the course itself.

Replay It!

The game also allows you to replay each round in multiple ways. The "Replay" option lets you see "Stroke Shots" built as they are, and the "Play" option lets you see the ball's path as you play.



If you make a 20-yard chip from the rough that drops in for an eagle, you can save it to the game's memory.

Camera Angles



The Flying Camera option shows you the bird-flying action from the bird's point of view. Fun!

Flying? Why not? It's when you combine with golf on your computer, an TV, but with the same camera set on the Flying mode, you may see things from a whole new perspective. You won't see how like the course or your swing, so it's "high-tech" how!



Swing Mechanics



As a rule, the over-wing area is your sweet zone for your swing. Once you get to your club, try to start your backswing. When the mass goes to the power level, you want to go to your downswing. To make the ball fly straight ahead, hit it in the center. To make the ball fly to the right, hook it to the left. To hit the center is the proper hit zone.



For a power shot, wait until the center of the ball has moved some before you start your downswing.

You must slice the A in the center of the ball to hit a low or high "ball" or "cup" your shot, and the ball will go only a few yards.



Don't wait for a hole.

Don't wait for a hole.

Know the Weather

Use the hit spot to control wind and rain. Choose a hit spot to keep the ball down out of the wind and make it roll faster.



When you are playing on a course, you need to know what to do with the ball. You need to know what to do with the ball.



Don't wait for a hole.



Just when a golfer can make a ball fly, a wind can make a ball fly. A wind can make a ball fly. A wind can make a ball fly. A wind can make a ball fly.



A foggy green is a low green. Don't wait for a hole. It will make you of what of things on the green and on the green.

Read the Green

Putting is just the first part of this game. It's where your money will be. It's where your money will be. It's where your money will be. It's where your money will be.



Once you reach the green, a golfer will show the center of the green. To show the green within the hole, press B. To make the golfer respond, press left C.

High areas are shown in red and low areas in blue. The ball will tend to roll down, so you'll have to come down in the middle. When the ball will curve to the right, so you'll have to go to the left. The more the ball, the more you'll have to go. The more the ball, the more you'll have to go.



The Courses

The maps below show our suggested approach for each hole. You may need to use the power swing to make the longer shots. The pins are placed randomly every time you play a hole, but we're showing where you'll find them most often.

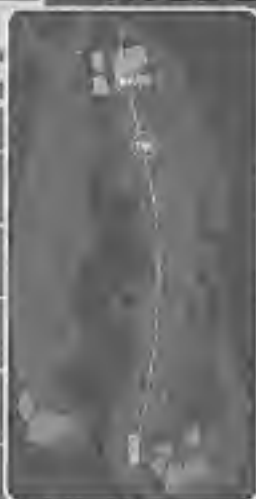
HOLE 1



PAR 5 • BACK TEE - 596 YDS
FRONT TEE - 551 YDS

All the rough is back behind the green, so you'll be taking shots to the green from the bunker. Don't try to bring a second shot into the hole; you may need to go down a flagstick.

HOLE 2



PAR 4 • BACK TEE - 389 YDS
FRONT TEE - 346 YDS

This is a great shot for a power hitter who can carry the right bunker and hit a second shot to the green. Try to work with the wind, not against it, to get the ball in the green along the left side.

HOLE 3



PAR 4 • BACK TEE - 422 YDS
FRONT TEE - 387 YDS

The green on this hole is close to the top left of the green, so the ball is usually left to catch the landing. There are some rough breaks on the green, which will pull your ball out of the hole if you're not careful.

HOLE 10



PAR 4 • BACK TEE - 323 YDS
FRONT TEE - 281 YDS

We've indicated a rough area on the left side of the hole, but it's not that big. The rough on the right side is a lot more than it looks like. If you're not careful, they can be a real pain. Try to keep your ball in the hole.

HOLE 11



PAR 3 • BACK TEE - 178 YDS
FRONT TEE - 158 YDS

A great shot for a power hitter, but it's a long shot. If you're not careful, you can get into a lot of trouble. The green is a lot more than it looks like.

HOLE 12



PAR 5 • BACK TEE - 605 YDS
FRONT TEE - 563 YDS

This is a good shot for a power hitter, but it's a long shot. If you're not careful, you can get into a lot of trouble. The green is a lot more than it looks like.

LEGEND: (W) - SUGGESTED CLUB - BEST APPROACH

HOLE 7



PAR 3 • BACK TEE - 171 YDS
FRONT TEE - 165 YDS

Watch a well-placed tee ball with a controlled follow-through speed to hang in the air that you might expect. You may not expect a shot about 100 yards to follow.

HOLE 8



PAR 4 • BACK TEE - 327 YDS
FRONT TEE - 298 YDS

You'll need to tee the ball up and put it into control into your second shot. In a dream, if you're a professional, you could hit the green in two, but you'll need a solid approach shot.

HOLE 9



PAR 5 • BACK TEE - 592 YDS
FRONT TEE - 481 YDS

Even if there's a strong wind or a choppy wind, there's always a good chance for a hole-in-one. If you're a professional, get your ball on a tee box. You may be in the center of the fairway and still have a long drive on the green.

HOLE 16



PAR 4 • BACK TEE - 419 YDS
FRONT TEE - 384 YDS

As with a well-placed tee ball, any words you can use to help you keep your ball in the air that you might expect. You may not expect a shot about 100 yards to follow.

HOLE 17



PAR 3 • BACK TEE - 185 YDS
FRONT TEE - 174 YDS

The hole is a very par 3, so you'll need to hit the ball up to 100 yards. You'll need to hit the ball up to 100 yards. You'll need to hit the ball up to 100 yards.

HOLE 18



PAR 5 • BACK TEE - 551 YDS
FRONT TEE - 503 YDS

By the way, if you're a professional, you'll need to hit the ball up to 100 yards. You'll need to hit the ball up to 100 yards.

HOLE 4



PAR 3 - BACK TEE - 154 YDS
FRONT TEE - 179 YDS

Getting off the green is the problem. Getting on is a trial—find the right bunker. You can either roll the ball onto it or drive it off and try to catch the bunker. Play out under 19 feet is a goal.

HOLE 5



PAR 3 - BACK TEE - 144 YDS
FRONT TEE - 160 YDS

It's a short hole, but it's a trap, so it's a trap. Even if you miss the hole, you'll be in the nearby creek. High winds will make it a trap, so avoid shots, and what you will make for one of those holes.

HOLE 6



PAR 4 - BACK TEE - 276 YDS
FRONT TEE - 189 YDS

Driving out the hole is the key. The fairway is a hole in the middle, and once you're in, you'll be in a hole. Wind will make it a trap, so avoid shots. If you miss, you'll be in a hole, and you'll be in a hole.

One of the best shots in the game.

HOLE 13



PAR 5 - BACK TEE - 505 YDS
FRONT TEE - 347 YDS

The hole is a trap, so it's a trap. Getting on is a trial—find the right bunker. You can either roll the ball onto it or drive it off and try to catch the bunker. Play out under 19 feet is a goal.

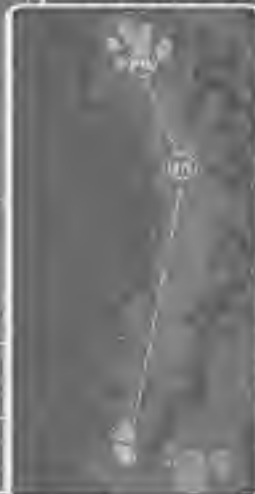
HOLE 14



PAR 4 - BACK TEE - 311 YDS
FRONT TEE - 160 YDS

With a hole in the middle, it's a trap. Even if you miss the hole, you'll be in the nearby creek. High winds will make it a trap, so avoid shots, and what you will make for one of those holes.

HOLE 15



PAR 4 - BACK TEE - 306 YDS
FRONT TEE - 160 YDS

The hole is a trap, so it's a trap. Getting on is a trial—find the right bunker. You can either roll the ball onto it or drive it off and try to catch the bunker. Play out under 19 feet is a goal.

The best shot in the game.

POKÉMON™

Gotta catch 'em all!







Coming Soon to
Game Boy
from Nintendo

NINTENDO
POWER



THE LEGEND OF MIYAMOTO

Nintendo Power invites you to pull up a chair and listen in on an exclusive conversation with Nintendo's master of game development, Shigeru Miyamoto.



Nintendo Power spent several hours at its talking to Shigeru Miyamoto and members of Nintendo's EAD development group. Miyamoto rarely meets an introduction to readers of Power. His status as the best video game designer in the world has become virtually a legend within the industry. As the producer and guiding spirit of The Legend of Zelda: The Ocarina of Time, his insight into this upcoming game and other gaming topics are of particular interest as we await the release of Zelda this fall.

Power:

Congratulations on being chosen as the first inductee of the Academy of Interactive Arts & Sciences Hall of Fame. How does it feel?

Miyamoto: It's an honor to be the first. I also think the awards are good for the industry.

Power: What's the secret to your success?

Miyamoto: I think it has to do with balance. My formula for success is that 70% of the game should have to do with objectives and the rest should be secrets and explorational things, such as having to go find a hidden reason entrance like in the first Zelda game.

Power: What's the biggest difference between developing Zelda and Mario 64?

Miyamoto: I was a director in the development of Mario 64, but I'm the producer this time. There are four different directors for Zelda: Taro Okawara, Yoshiki Kojima, Yasuhisa Nishida, and Okazaki. I have to listen to the opinions and ideas of each of them. It's a tough job coordinating all of the efforts and having my own ideas too. I suppose that it's just as tough for them [laughing].



Mr. Miyamoto acts as the first Academy of Interactive Arts & Sciences Hall of Fame award recipient.

Power: How long is Zelda? Or how long will it take for a player to finish?

Miyamoto: That's hard to say. Some of everything has been combined. It's at least as big as A Link to the Past, and there's more freedom to roam about the overworld. I think it will take at least 40 hours to complete.

Power: Will there be a lot of 3-D cinema scenes in Zelda?

Miyamoto: Perhaps more than 40 minutes worth of scenes. I think it's important to have cinema scenes in order to keep people actively involved in the game.



In an early version of Zelda 64, you can see the dramatic use of lighting, which Mr. Miyamoto intends to carry over in this case, the cinematic anticipation of a prince's fate.

Miyamoto: Yes, that's the type of soundered we want to use.

Powers: How about the response sound?

Miyamoto: We have several types of responses. Like being surprised, flailing his eyes, the sword clank.

Powers: What is your favorite thing in the game?

Miyamoto: What I'd like to do is to make a totally realistic thing here. For example, if you went to a dungeon, you could almost smell it (laughing). Or even within the same body of water, you could see differences between cold water and hot water. That would be my dream (laughing). With the NES, I've tried to do that kind of thing.

Tezuka: I like the play control of this game. We tried to come up with a system for 3-D action with simple play control. I hope it becomes standard for 3-D action games.

Powers: The attention mask using the Z Button is one of those things. We felt it was very impressive.

Miyamoto: Yes, we spent a long time on it even after we came up with the basic idea. It took a lot of fine-tuning in order to find the easiest control for players.



Powers: How many people are working on Zelda now?

Miyamoto: Forty or fifty. It's the biggest development group I've ever had. We also have a programming company working closely with us. I'll include



that development a special problem since the action moves swiftly and enemies may change the angle of their attacks. The development of a camera button that keeps the viewpoint fixed allowed Link to survive for the duration of an entire battle system.

those people, maybe 120 people are working on Zelda at the moment.

Powers: Here's a question for Giles. Who is your favorite character in 1080?

Giles: The Parakee.

Powers: Are you working on a sequel?

Giles: I've been discussing that with Mr. Miyamoto. I'd like to make another game with a similar style but with some differences. It should be easier this time around since we built some great tools for making small adjustments to the physics of the control. We'll use the same engine in the sequel. The production system that Mr. Miyamoto and I designed

worked very strongly this so the whole development of 1080 was much faster than anyone expected.

Powers: Will we see anything on a sequel this year?

Miyamoto: If we have a show this fall, perhaps we can show a little bit, but it might only be a trailer. It might be a platform to have a sequel ready for the next snowboarding season this fall, which is when we'd like to release a new game.

Powers: Mr. Kamek, are there any plans to make a Mario Kart 1080 sequel?

Kamek: Well, which was introduced a long piece of time ago.

Miyamoto: He's just meant for his debut with the award on best motion game (laughing).

Kamek: No, Big Sister!

Powers: Let's get back to Zelda. You said that a system "System" is more important than is "Story" when you develop a game. Is that how the Zelda 1080 team?

Miyamoto: Yes, but since I have an excellent staff that is strong in every area, I think you'll find that the story-telling is a real strength in this game.

Powers: But the "System" is still the most important part of the game?



In cinematic sequences like this involving the castle, the view appears to rotate but it's not the illusion of the scene as the camera is fixed over a wide screen. For the story, you'll have to enjoy yourself!

Miyamoto: Yes, I don't think that a story writer can make a game exciting. I'm afraid that people think that I ignore story lines or that I don't feel that the story has any value. My first priority is whether the game play is interesting. What I mean by that is that a player is actively involved in the game. The story is just one of the ways to get players interested, like the snow-mass or puzzles. If you just want a good story, you should pick up a novel or see a movie. The difference is in the participation in a game, you might meet a character, but you don't find out his story until later, after you do something that reveals the truth about him. It's all

experience always will not get the sort of response with individuals, especially in Japan. Of course, there are no characters and graphics are still important for us. In this sense, it might be the most important element.



In addition to using special effects with anti-aliasing, Mr. Miyamoto also borrowed the concept of zooming and panning through scenes from the movies. In this scene, Link is the boy's brother for a moment. Players will also be able to control the camera's position during gameplay.

POWER: Will this Zelda be the end of the saga?

Miyamoto: No. Not at all. The action system of this Zelda is completely different from previous games. In my Zelda games are always about the concept of the system rather than about a particular story.

POWER: So how did the planning of this Zelda begin? What was the "system" that you had in mind?

Tezuka: In the beginning of the development process, we were thinking about several different approaches. One was a system similar to that used in GoldenEye. It was more of a FPS/shooting style system.

Miyamoto: We also had a very interesting idea to use the Mario Bros. style. But I was interested in the original Mario design. In fact, the main part of the game. Perhaps we could have created a whole new design, but I was also interested in the Mario style. But we were interested that the entire team agreed upon. Most were important was creating the sense of the Zelda's spirit.

Tezuka: I think we can see a new type of Zelda game in the future.

Miyamoto: Yes. We've already talked about a new Zelda as an interesting idea. The assistance of other players in the network could make a player's active participation. Instead of the physical secrets that create.

POWER: So what is your next game going to be?

Miyamoto: I'm working on a new project right now, which I'd like to spend most of my time. But I'm also responsible for several titles including Mario Kart and Mario RPG. This new project is very interesting. The development time should be only about six months, and it does't require a lot of time.

The success could keep players busy for more than a year. This is an ideal scenario, but if our ideas work, it will be a reality.

POWER: When will we see something of this new game?

Miyamoto: This is still the possibility that we want to game in a challenging. It will be a completely new way to enjoy the N64 system. The N64 is a great machine that can be used in 3D things, but because has been thought in yet.

THE LEGEND OF



Shigeru Miyamoto has recently graduated from art school when he was given the project of developing Nintendo's first arcade game, which turned out to be Donkey Kong. Since then, he has created the most successful video games of all time, including the Mario Bros. and Legend of Zelda series.



Takashi Tezuka has worked closely with Mr. Miyamoto since the development of Super Mario Brothers for the NES. He was also the director of Yoshi's Story and Link's Awakening, among other titles. In addition to helping Mr. Miyamoto with Zelda 64, he is also directing the Game Boy Color version of Link's Awakening.



Mark Kavan has worked on many of the masterpieces for the Super NES, including Super Mario Kart, Super City, and Yoshi's Island. Mario Kart 64 is his biggest title as a director to date. He was also the lead developer Yoshi's Story.



Giles Goddard worked on Star Fox for the Super NES as a programmer for Argonaut Software. He liked working with Mr. Miyamoto so much that he stayed on in Japan to work at ESD. He was the lead programmer for 1987's Snowboarder.

The Zelda Tours

Still in Atlanta, excited gamers got their first chance to explore many aspects of the long-anticipated *The Legend of Zelda: The Wind of Time*. The beautiful comic version of the show was designed to introduce players to the basic systems of Link's latest adventure—the movement, the exploration, the use of weapons and fighting. The demo began with a menu giving players a choice of going on any of three tours. They could explore limited areas of Hyrule, enter dungeons, dungeons to battle major enemies. No matter which tour a player entered, they were sure to experience cinematic sequences, rich graphics with stunning lighting and texture effects, and lots of action, whether it was shooting Link's bow and arrow or riding the horse.

Around Hyrule

The Hyrule tour included options of visiting Link's latest village of Kokiri, going into the town of Hyrule, riding a horse in a pasture or going to Kakariko village. In the villages, players could talk to characters, but the text was in Japanese. (The English version is currently being completed by Nintendo Power Source manager Dan O'Brien, who wrote the English text for *A Link to the Past* and *Link's Awakening*.) These open areas may not have been as dangerous as the dungeons, but in the game they will contain clues, keys, items, cinematic sequences and other vital gaming elements. Since they are 3-D environments, Link will be able to go just about anywhere.



One of the major refinements in *Zelda 64* is the realistic motion of Link when he's riding the horse. In order to achieve the necessary realism, EA0 built and built 15 motion-capture staffs several miles and tried to make sure the camera captured the motions.



Zelda 64 is a technical wonder by itself on the 64-bit, making it a real challenge for players. Mr. Miyamoto and his team spent a lot of time on the game's intricate control of *Zelda 64* using 3-D with the Game Boy Advance and the Game Boy Advance.

The use of lighting and textures to create a sense of depth was one of the town in Hyrule. The textures create a sense of depth that makes a sense of magic. Link's control of the horse and sword, and the use of shadows and rays of light to create a sense of depth.

In the new *Zelda*, Mr. Miyamoto hopes to engage players through action and cut scenes. To achieve the second goal, he included over 40 minutes worth of story-telling cinematic sequences. When Link finds Zelda in Hyrule Castle, she reveals secrets about the Triforce and its power.

Although tactics will likely change between the 64-bit and the first game, players were treated to a number of battles requiring specific tactics. The giant plant snatched at Link when he approached, but if he attacked, he could drop it into. After that, he could take the staff to use as a weapon.

THE LEGEND OF ZELDA



During the interview, Mr. Miyamoto looked in a notebook, we talked him into going on the page. Or was he not, always an artist.

Dungeon Dangers

The Dungeons that consisted of six portions. Players could go to the Deku Tree, Dodongo's Lair, the Castle Courtyard, the Temple of the Woods and the Palace of Gnarly Trees, which came in retrospect the action of 2044, how the weapons worked and how Link would be Link. It was with a good chance to learn to use the 2 Buttons (moving camera) which keeps the viewpoint anchored close to Link.

Battle Lines

More people were lining up to play Zelda than any other game in E3, and when players finally got the chance, most of them promptly launched into Link. The Battle Lines included a variety of bosses, including a battle with Gohma, King Dodongo, Phantoms, Ganon, and Volvage.



Creating an effective 3D presented various play and production for Mr. Miyamoto and his team. For instance, how do you make players aware of events that are taking place out of their direct line of sight? Mr. Miyamoto's answer was the creation of the fairy who warns Link of approaching danger.



Some of the most interesting things about the game were the things that were not in the game. The things that were not in the game were the things that were not in the game. The things that were not in the game were the things that were not in the game.



Special effects make the fight come alive. In this scene, Link is seen from a dramatic camera angle, silhouetted against an explosion. Mr. Miyamoto notes that he too tried to make dramatic effects to enhance the drama of the game. That did succeed, in my view.



In the battle, the enemy runs out of the confining area, the side of the room, leaps into the room, brushing a door, storms across the room, then jumps into the picture.



The large 3D model bosses in the game is Link's first real challenge. The user must do it so that it can reach out and hit Link as he was not a toy.





Fantastic graphics, blazing speed, realistic sound. All of these attributes help make F1 World Grand Prix an exceptional racing game for the N64. But what really makes Video Systems' game stand out from the crowded racing field is the sense of immersion, of cranking a screaming Ferrari through the turns in Monaco even though you're really sitting on a nice comfy couch in your house. That's no easy feat. The development team at Video

Systems and Paradigm Entertainment made all the right decisions when it came to ease of control, split-window graphics and car customization. It doesn't hurt that the 17 tracks are true replicas of international race courses or that you can race time trials against your ghost cars using the Controller Pak. The result is a fast, intense game that will leave you with white knuckles and the itch to take one more lap.



TEAM DREAMS

F-1 racing may not be as well known here as it is in Europe and South America, but the dream to be the fastest of the fast is universal. The competitors in F-1 World Grand Prix include real teams and top drivers from the '97 season, including annual on-track events and challenge scenarios. Although every car will blow the pain off your average Chevy, each one has a slightly different feel. Constructor Points determine the annual champion over the course of a 17-race season. Some of the top teams are listed here.

Michael Schumacher

Starts: 102
Poles: 27
Wins: 17

Eddie Irvine

Starts: 65
Poles: 0
Wins: 0

Jean Alesi

Starts: 136
Poles: 1
Wins: 2

Gerhard Berger

Starts: 210
Poles: 10
Wins: 12

FERRARI

Engine: Ferrari V10
Position in 1996: 2
Wins: 5
Constructor Points: 102

BENETTON

Engine: Renault V10
Position in 1996: 3
Wins: 1
Constructor Points: 67

Mika Hakkinen

Starts: 96
Poles: 1
Wins: 1

David Coulthard

Starts: 58
Poles: 2
Wins: 5

Ralf Schumacher

Starts: 17
Poles: 0
Wins: 0

Giancarlo Fisichella

Starts: 25
Poles: 0
Wins: 0

Dijko Pens

Starts: 59
Poles: 1
Wins: 0

Shigeo Hoshino

Starts: 17
Poles: 0
Wins: 0

Jack Williams

Starts: 33
Poles: 11
Wins: 13

Heinz Harald Frentzen

Starts: 65
Poles: 1
Wins: 1

McLAREN

Engine: Mercedes-Benz V10
Position in 1996: 4
Wins: 3
Constructor Points: 63

JORDAN

Engine: Peugeot V10
Position in 1996: 5
Wins: 0
Constructor Points: 33

PROST

Engine: Mugen Honda V10
Position in 1996: 6
Wins: 0
Constructor Points: 21

WILLIAMS

Engine: Renault V10
Position in 1996: 7
Wins: 8
Constructor Points: 123

TWEAKED TO PERFECTION

Each car can be customized by tweaking the six attributes shown in the diagrams. The default settings are good for getting started, but to get the winning edge, you should customize your car for every track. Players can turn off "Wear and Rip" options to make things easier.

PADDOCK Computer



Adjust the most important settings using the Paddock Computer in addition to holding down the arrow keys to adjust the settings.

TIRES

Select tires that give you greater grip for cornering and higher speeds, but they'll wear out fast, causing you to make more pit stops. For short races they're unbeatable.

SHIFTING GEARS

The Semi-H gear setting gives you the maximum balance between top speed and acceleration. For winding courses, go with a lower gear ratio for better acceleration.

SUSPENSION

The hard suspension setting gives you the best performance, but it can also be harder on tires, requiring more pit stops in a long race.

STEERING

The angle that you can lean your wheels can be adjusted from 14 to 20 degrees. You can make sharper turns with the higher settings, but the control is not as tight.

FUEL

The amount of fuel that you carry affects your top speed and acceleration. If you carry less fuel, you'll have to make more pit stops during a long race.

WINGS

Increasing the downforce of the front and rear wings will reduce speed and acceleration while increasing your turning and braking abilities.

TIME TRIAL

Test your skill on each of the tracks in Time Trial mode. It's just you versus the clock, not to mention the ghost car from your best lap. The first lap begins with a rolling start, and you can continue for as many laps as you want. The game keeps track of your best lap times and average lap time.



In the Time Trial, there are no competitors, so you can concentrate on following the racing line perfectly for the fastest lap.

CRASH COURSE

Our Power Crash Course in F-1 driving skills includes tips on starting, braking, turning, crashing, pitting, passing and following flagged instructions—all skills that can help you tally up Constructor Points as you race around the world. If you learn these skills, you'll have a head start.

COUNT & GO

As you start a race, you'll see a 10-second countdown in the top left corner. If you see a 10-second warning, you're in good luck. If you see a 5-second warning, you're in a bit of trouble. If you see a 1-second warning, you're in a real bind. If you see a 0-second warning, you're in a real bind.



As you start the race, you'll see a 10-second warning. If you see a 5-second warning, you're in a bit of trouble. If you see a 1-second warning, you're in a real bind. If you see a 0-second warning, you're in a real bind.



As you start the race, you'll see a 10-second warning. If you see a 5-second warning, you're in a bit of trouble. If you see a 1-second warning, you're in a real bind. If you see a 0-second warning, you're in a real bind.

THAT'S THE BREAKS

You can't go too fast, or you'll crash. In the event of a crash, you can't use a pit crew to fix your car. You'll have to wait until you can get to the pit crew. If you crash, you'll lose Constructor Points.

Manual Transmission

When you're in a race, you'll see a 10-second warning. If you see a 5-second warning, you're in a bit of trouble. If you see a 1-second warning, you're in a real bind. If you see a 0-second warning, you're in a real bind.

Automatic Transmission

When you're in a race, you'll see a 10-second warning. If you see a 5-second warning, you're in a bit of trouble. If you see a 1-second warning, you're in a real bind. If you see a 0-second warning, you're in a real bind.



As you start the race, you'll see a 10-second warning. If you see a 5-second warning, you're in a bit of trouble. If you see a 1-second warning, you're in a real bind. If you see a 0-second warning, you're in a real bind.



As you start the race, you'll see a 10-second warning. If you see a 5-second warning, you're in a bit of trouble. If you see a 1-second warning, you're in a real bind. If you see a 0-second warning, you're in a real bind.

TAKING TURNS

When you're in a race, you'll see a 10-second warning. If you see a 5-second warning, you're in a bit of trouble. If you see a 1-second warning, you're in a real bind. If you see a 0-second warning, you're in a real bind.

Anatomy of a Corner

When you're in a race, you'll see a 10-second warning. If you see a 5-second warning, you're in a bit of trouble. If you see a 1-second warning, you're in a real bind. If you see a 0-second warning, you're in a real bind.



APEX

After you finish braking, steer toward the apex of the turn. Once you reach the apex, begin accelerating out of the corner.

Passing on a Curve



When you're in a race, you'll see a 10-second warning. If you see a 5-second warning, you're in a bit of trouble. If you see a 1-second warning, you're in a real bind. If you see a 0-second warning, you're in a real bind.

Warning Flags



When you're in a race, you'll see a 10-second warning. If you see a 5-second warning, you're in a bit of trouble. If you see a 1-second warning, you're in a real bind. If you see a 0-second warning, you're in a real bind.

WARNING LIGHTS

When you're in a race, you'll see a 10-second warning. If you see a 5-second warning, you're in a bit of trouble. If you see a 1-second warning, you're in a real bind. If you see a 0-second warning, you're in a real bind.

Suspension



When you're in a race, you'll see a 10-second warning. If you see a 5-second warning, you're in a bit of trouble. If you see a 1-second warning, you're in a real bind. If you see a 0-second warning, you're in a real bind.

Fuel

When you're in a race, you'll see a 10-second warning. If you see a 5-second warning, you're in a bit of trouble. If you see a 1-second warning, you're in a real bind. If you see a 0-second warning, you're in a real bind.

Engine and Transmission

When you're in a race, you'll see a 10-second warning. If you see a 5-second warning, you're in a bit of trouble. If you see a 1-second warning, you're in a real bind. If you see a 0-second warning, you're in a real bind.

The Pit



When you're in a race, you'll see a 10-second warning. If you see a 5-second warning, you're in a bit of trouble. If you see a 1-second warning, you're in a real bind. If you see a 0-second warning, you're in a real bind.

Tires



When you're in a race, you'll see a 10-second warning. If you see a 5-second warning, you're in a bit of trouble. If you see a 1-second warning, you're in a real bind. If you see a 0-second warning, you're in a real bind.

EXHIBITION TWO PLAYER

Exhibition races can take place on any of the 17 tracks around the world. Players compete against a full field of CPU drivers, but final standings don't count for anything. Driving the exhibition race is the best way to gain experience and learn the tracks.

Two players can go head-to-head on any track, choosing drivers and options that include handicaps and vertical or horizontal windows. No CPU cars are included in the race. Only three camera views are available, but frame rates remain high. The vertical window is excellent.



F-1 POWER TRIP



Nintendo Power's trip around the F-1 racing world follows the same circuit as the game. Our default driver is Michael Schumacher of the Ferrari team. The course records shown are from actual races, so it's not surprising that our Power records are faster. We recommend learning each track in the exhibition mode before entering the race week in the Grand Prix mode.

Track Set

The default car settings are fine for learning a course, or as a baseline, but they're always conservative. You can tweak the settings for greater speed and handling.

Nintendo Power (NP) Set

Our settings are customized for each track and Schumacher's Ferrari. When you create your own sets, consider the number of laps and the length of straightaways.

Track Key

The white racing line shows the best position for your car on the track. Stay on the line when setting up to go into a corner and as you go through the corner.

Yellow sections are areas where we suggest caution and perhaps a slower speed. In most cases, you may not be able to carry your race speed through those curves.

The red sections of the track show braking zones. Do your braking before heading into the turn.

● Pit Entrance ● Pit Exit

Track Set
F-Wing: 20
R-Wing: 20
Gear: SH
Susp: ML
Steer: 70

Course Record:
1:30.58

NP Set
F-Wing: 15
R-Wing: 20
Gear: SH
Susp: MH
Steer: 22

NP Record:
1:17.30

AUSTRALIA: Albert Park

Length: 3,289 km Laps: 16

The Albert Park circuit is a very challenging one, with many turns. The speed on the straightaways is less than you'd expect, so you need to be careful. Braking is the key to this track, and the suspension is very important. A driver who is able to handle all the corners will pass, but



Although this corner doesn't seem pretty tight, it has an extra wheelie position to the right that can be taken at high speed.

Track Set
F-Wing: 30
R-Wing: 30
Gear: SL
Susp: ML
Steer: 20

Course Record:
1:15.40

NP Set
F-Wing: 30
R-Wing: 25
Gear: CL
Susp: MH
Steer: 24

NP Record:
1:08.70

BRAZIL: Interlagos

Length: 4,292 km Laps: 74

Interlagos is a very challenging track with a lot of turns. The speed on the straightaways is less than you'd expect, so you need to be careful. Braking is the key to this track, and the suspension is very important. A driver who is able to handle all the corners will pass, but



Brake before you enter the first part of this S-Curve, but not the second. You can accelerate through the second curve.

Track Set:
F-Wing: 30
R-Wing: 25
Gear: MD
Susp: MH
Steer: 24

Course Record:
1:27.58

NP Set:
F-Wing: 35
R-Wing: 20
Gear: SL
Susp: MH
Steer: 23

NP Record:
1:13.40

ARGENTINA: Buenos Aires

Length: 4,255 km Laps: 72

Argentine Buenos Aires was built with a combination of dirt and tarmac. The Argentinian track has a lot of aggressive corners in regards to height and control under the feet. Use good timing to come into these corners at a low speed and without a lot of car wheel slide. Start repairs to avoid a lot of pit time.



SAN MARINO: Imola

Length: 4,920 km Laps: 52

San Marino is a real place with a real weather system. The track has a lot of dirt and a lot of stone. The stone is a lot of trouble for the drivers. The track is very narrow and it is very hard to pass. The track is very fast and it is very hard to control. The track is very fast and it is very hard to control.

Track Set:
F-Wing: 35
R-Wing: 40
Gear: SL
Susp: MH
Steer: 26

Course Record:
1:25.53

NP Set:
F-Wing: 35
R-Wing: 30
Gear: SL
Susp: MD
Steer: 26

NP Record:
1:19.80



MONACO: Monte Carlo

Length: 3,365 km Laps: 63

There are roads and tight turns in Monte Carlo. The track is very fast and it is very hard to control. The track is very fast and it is very hard to control. The track is very fast and it is very hard to control.

Track Set:
F-Wing: 40
R-Wing: 50
Gear: LD
Susp: MR
Steer: 22

Course Record:
1:53.32

NP Set:
F-Wing: 35
R-Wing: 30
Gear: LD
Susp: MR
Steer: 21

NP Record:
1:34.20



SPAIN: Barcelona

Length: 4,728 km Laps: 64

The Spanish Grand Prix is a very fast track. The track is very fast and it is very hard to control. The track is very fast and it is very hard to control. The track is very fast and it is very hard to control.

Track Set:
F-Wing: 30
R-Wing: 30
Gear: GH
Susp: N
Steer: 16

Course Record:
1:22.24

NP Set:
F-Wing: 25
R-Wing: 25
Gear: M
Susp: MH
Steer: 16

NP Record:
1:14.10



This S-Curve follows a straightaway, and it breaks up as you brake hard before going in. You'll be braking well under 100 mph.

CHALLENGE

The Challenge Mode places you in the midst of a '97 race scenario with limited time to catch the leader, hold off challengers, or overcome some difficult condition in each of the three categories: Offense, Defense, and Trouble—there are five challenges. To progress, you must meet the challenge and earn skill points.



This corner seems sharp as you approach it, but you can take it at high speed. Use the distant camera for the best view ahead.



NINTENDO 64

Track Set
F-Wing: 25
R-Wing: 25
Gear: MD
Steer: NR
Steer: 35

Course Record:
1:19.64

NP Set
F-Wing: 20
R-Wing: 20
Gear: 5H
Steer: MH
Steer: 24

NP Record:
1:10.90

CANADA: Montreal

Length: 4.421 km Laps: 69

The Canada track is a twisting street circuit with many tight corners. The corners are 180-degree turns and the most difficult, particularly on the first lap when all the cars are bunched up in packs. Don't forget to watch out for the sun following the green flag because the sun is on the inside of the track.



The lead-off S-Curve forces you to reduce speed. The second curve is the worst because you can slide far off the track.



FRANCE: Magny-Cours

Length: 4.247 km Laps: 72

This is a classic track designed with a series of gentle turns that is a bit of a trap for inexperienced drivers. The track is not that difficult to drive around the corner into the main loop, you can go full throttle. Once you get to the end of the main loop, you can get into a tight corner. Don't forget to watch out for the sun following the green flag because the sun is on the inside of the track.



This sharp corner follows the track's layout at night. Give yourself all the extra braking distance to drop down to 50 mph.

Track Set
F-Wing: 10
R-Wing: 10
Gear: 4H
Steer: NR
Steer: 14

Course Record:
1:17.91

NP Set
F-Wing: 15
R-Wing: 15
Gear: 3H
Steer: NR
Steer: 24

NP Record:
1:08.40



BRITAIN: Silverstone

Length: 5.140 km Laps: 59

The Silverstone track has very simple and natural corners and is a bit of a trap for inexperienced drivers. The track is not that difficult to drive around the corner into the main loop, you can go full throttle. Once you get to the end of the main loop, you can get into a tight corner. Don't forget to watch out for the sun following the green flag because the sun is on the inside of the track.



Silverstone's tight corner requires you to reduce your speed to below 60 mph. Let off the gas at first, then brake before entering the second part of the curve.

Track Set
F-Wing: 10
R-Wing: 10
Gear: 3H
Steer: NR
Steer: 14

Course Record:
1:24.48

NP Set
F-Wing: 15
R-Wing: 15
Gear: 3H
Steer: NR
Steer: 24

NP Record:
1:14.60



Track Set
F-Wing: 10
R-Wing: 10
Gear: 4H
Steer: NR
Steer: 14

Course Record:
1:45.75

NP Set
F-Wing: 10
R-Wing: 10
Gear: 4H
Steer: NR
Steer: 24

NP Record:
1:37.00

GERMANY: Hockenheim

Length: 6.829 km Laps: 45

The track of Hockenheim has the classic course to drive at full throttle. It is a very easy track to drive. The track is not that difficult to drive around the corner into the main loop, you can go full throttle. Once you get to the end of the main loop, you can get into a tight corner. Don't forget to watch out for the sun following the green flag because the sun is on the inside of the track.



GRAND PRIX

The Grand Prix mode is where the action is. The circuit contains 17 races around the world. The GP week begins with test laps and a qualifying run. Your fastest lap in the qualifying run counts toward your starting grid position, so if you are in first place after a qualifying lap, call and go on to the main event. You don't have to earn Constructor Points to continue to the next race, but the point total at the end of the season determines the champion. Always start each race in the pole position.



Our best advice to success is to get the pole position. After you can set the race for the number of laps you want. Fewer laps reduce the time it will take you to get faster.

Track Set
 F-Wing: 30
 R-Wing: 30
 Gear: 5L
 Susp: M0
 Steer: 20

Course Record:
 1:18.37

MP Set
 F-Wing: 25
 R-Wing: 30
 Gear: M0
 Susp: M0
 Steer: 25

NP Record:
 1:10.20

HUNGARY: Hungaroring

Length: 3.908 km Laps: 77

The Hungaroring Grand Prix has a little bit of everything—while it's mostly tight turns and hairpins, you'll be able to get lost on most of the course, so a high gear and a lot of suspension will help. The last 1/4 section of the track presents a bit of a challenge as you will pass through a series of turns at less than 100 mph.



This is another deep-pitch corner. If you approach from the outside and cut across the apex, you can take it at full speed.

BELGIUM: Spa

Length: 6.960 km Laps: 44

This on-line race seems to take place at night, but it may still seem to be an uphill battle, following the front straightaway, you'll have to unambiguously take the right for the first lap, expect a huge traffic jam, unless you're in first place. There's a small patch of grass at the end and in the pit entrance. Slow down to about 10 mph or less.

Track Set
 F-Wing: 25
 R-Wing: 25
 Gear: M0
 Susp: M0
 Steer: 14

Course Record:
 1:52.69

MP Set
 F-Wing: 20
 R-Wing: 30
 Gear: 5H
 Susp: M0
 Steer: 25

NP Record:
 1:40.80



This corner and the entrance to the pit area are right next to each other. Be careful to stay out of the pit lane. Brake and turn left.

ITALY: Monza

Length: 5.770 km Laps: 53

This is the best fighting track in the game. You can drive a straight line through each of the S-Curves and take a good lead ahead of all comers! Be aware that you can take these curves at a higher speed than the 50 mph recommended on the signs in the game.

Track Set
 F-Wing: 10
 R-Wing: 10
 Gear: M1
 Susp: M0
 Steer: 14

Course Record:
 1:24.81

MP Set
 F-Wing: 10
 R-Wing: 10
 Gear: M1
 Susp: M0
 Steer: 24

NP Record:
 1:14.80



This is the hardest of the three S-Curves on this course. At the end of the straightaway, make a bit early to reach 70 or 80 mph.



Track Set
 F-Wing: 20
 R-Wing: 20
 Gear: 5H
 Susp: M0
 Steer: 10

Course Record:
 1:11.81

MP Set
 F-Wing: 10
 R-Wing: 15
 Gear: 5H
 Susp: M0
 Steer: 24

NP Record:
 1:02.80

AUSTRIA: A1-Ring

Length: 4.323 km Laps: 71

As you'll probably guess, it's a nice course, but it's also the track that has a lot of ups and downs. The road goes down near the start of the race, but it's a real challenge. Gear down a little to about 50 mph to navigate these corners. Don't be surprised if all the track on the left side (the downhill) turns further along carries toward a higher speed and without a lot of traffic.



The sharpest corner follows the longest straightaway on this course. Brake to about 50 mph before heading into the corner.





NINTENDO 64

Track Set
F-Wing 25
R-Wing 25
Gear: MD
Susp: MR
Steer: 14

Course Record:
1:18.81

NP Set
F-Wing 20
R-Wing 20
Gear: MD
Susp: MR
Steer: 24

NP Record:
1:09.70

LUXEMBOURG: Nurburgring

Length: 4.556 km Laps: 67

The longer the track, the more you'll have to drive, and even the more you'll have to practice. You'll need to be confident you can drive any of the tracks. Getting back on track will cost time of time. On the other hand, if you're always with out the track, you'll be in a bad way. The best time is particularly fast in the 100 or 120 mph to 130 mph.



Be careful where you begin your acceleration out of this curve. The turn leads longer than most, and you can wind up off the track.



JAPAN: Suzuka

Length: 5.800 km Laps: 53

Most of Suzuka's twisting four-eight track can be driven at high speeds, but there are a few spots where caution is called. Watch out for the turn just before the hairpins. If you're not careful, you could go down and take out the other cars. The other danger is around the hairpins. Slow down to 50 mph.

Track Set
F-Wing 25
R-Wing 25
Gear: MD
Susp: MR
Steer: 14

Course Record:
1:38.94

NP Set
F-Wing 20
R-Wing 20
Gear: MD
Susp: MR
Steer: 28

NP Record:
1:27.70



Most pit entrances on Suzuka track are on the second side. The first right turn leads to the pit area.



Track Set
F-Wing 25
R-Wing 25
Gear: MD
Susp: MR
Steer: 14

Course Record:
1:23.14

NP Set
F-Wing 20
R-Wing 20
Gear: MD
Susp: MR
Steer: 20

NP Record:
1:12.40

EUROPE: Jerez

Length: 4.428 km Laps: 55

If you're looking at Jerez as a two-gear, we'll be looking at the following: the first straightaway, the most of it can be taken at nearly full speed. Since most of the walls are just back from the track, you won't want to take corners wide. Take a slow lead two to three miles into the race. The wall along the track makes great test tracks.



This corner follows a straightaway, so you'll be carrying a lot of speed. Begin your braking early and go in at about 70 mph.

A GRAND TREAT

You don't have to be an F-1 fan to appreciate the quality of this racer. It has the detailed look of a simulation and the balanced play control of an arcade racing game. The programmers at Paradigm Entertainment should be given a big, big, big thumbs up. Nintendo of America thinks so highly of F-1 that the company is

helping Video Systems give the game wide North American distribution. Clearly, F-1 World Grand Prix is the classiest open-wheel racer for the N64 to date, but the competition could heat up next year when Uli Sutt releases a new F-1 title based on its award-winning PC sim.

©1997 Nintendo

FLYING DRAGON™

Can two tournament games
in one Pak double your fight-
ing fun? Find out as we
check out the facts and
features in Flying Dragon,
Nintendo's newest N64
release.

A Fully-Loaded Fighter

Nintendo's new two-player brawler is not just fun—it's a new kind of fighting game. For starters, it has two separate Rumble Pak-compatible games, one with more traditional adult fighters, and another starring kid combatants. The game also introduces a treasure-building system, which lets you buy, win, and upgrade a huge assortment of special treasures. With a pair of Controller Paks, you'll even be able to trade these items with your friends!





Virtual Fighting

You may recognize many of the adult combatants in Virtual Mode as the SD kids they once were, but this mode has all new combos and a different strategy: to move up the ranks through skill alone.

Fight for First

Your goal in Virtual Mode is to reach the highest rank by beating seven other combatants in a series of straightforward fights, without secret-heavy weapons or special defenses. The objective is simple enough, but the ranking system, which we'll describe in greater detail later, is a bit tricky. So, once you master the combos, you'll fight your way to the top in no time.



RANK			
NAME	HP	ST	SP
1. JIN	100	100	100
2. GUY	100	100	100
3. GUY	100	100	100
4. GUY	100	100	100
5. GUY	100	100	100
6. GUY	100	100	100
7. GUY	100	100	100
8. GUY	100	100	100
9. GUY	100	100	100
10. GUY	100	100	100

RANK			
NAME	HP	ST	SP
1. JIN	100	100	100
2. GUY	100	100	100
3. GUY	100	100	100
4. GUY	100	100	100
5. GUY	100	100	100
6. GUY	100	100	100
7. GUY	100	100	100
8. GUY	100	100	100
9. GUY	100	100	100
10. GUY	100	100	100

To improve your chances of moving up in the rankings, keep practicing the game's difficulty and time limit. You'll prove your worth under any conditions.

SD Kids Fighting

Even though fighting against the SD kiddies isn't quite as challenging as going up against their adult counterparts, playing in this mode is by far the richer experience.

Not only can treasures be won, bought, and sold, they can also be traded between battles with a pair of Control Pak's!

You shouldn't visit the store but every hour or so to either to buy treasures or to sell off any that you've looted.

NAME	HP	ST	SP
1. JIN	100	100	100
2. GUY	100	100	100
3. GUY	100	100	100
4. GUY	100	100	100
5. GUY	100	100	100
6. GUY	100	100	100
7. GUY	100	100	100
8. GUY	100	100	100
9. GUY	100	100	100
10. GUY	100	100	100



Get the Goods

You shouldn't expect to beat your competitors in SD mode simply by learning your combat kid's combos. You also have to collect and manage treasures, an assortment of items that, among other things, improve your offensive and defensive capabilities. Since you'll be constantly improving your fighter and your collection of treasures, this mode is less about simple victory and more about creating the ultimate combatant.



YOU GET A FEW OF PEOPLE'S GOODS.





Virtual Fighting Features

2-D Game

While this may be the simplest mode in *Flying Dragon*, it definitely doesn't lack depth or complexity. You have eight adult challengers to choose from, each equipped with a wealth of special moves. The race playing elements are not featured in this mode, but overall, 2-D lets you customize your play in many fun and fun ways.



Since some of your special attacks will work only if you're standing a certain distance away from your adversary, you'll need to try out your fighter's special moves in this practice area to reveal each one's most effective range.

3-D Game

Even though the 2-D and 3-D games are similar in many ways, 3-D adds a whole new twist on the action by bringing a sidestepping feature into play. Since your defensive arsenal consists of only a few blocking moves in the 2-D game, the sidestepping feature will definitely seem like a big advantage.



While our sidestepping feature won't do much for your fighter's offensive abilities, it does offer a great defensive move that all players should try to master.

Grand Standings



Undoubtedly, the most astonishing feature these games share is the incredibly thorough system used to determine your fighter's ranking. Every aspect of your match is picked

apart and scored, from the number of times you compete in a crowd, to your ability and efficiency during a fight. You won't just get a numerical ranking; you'll see the game point out the aspects of your play that need the most improvement!

Your fighter's overall rank is determined by an extremely complex rating system that takes almost every aspect of your battle into account.

The Grand Standings screen shows, among other things, the points you'll get if you win a fight with the game system switched to certain settings.





SD Fighting Features

Treasure Trove

The treasures have a huge range of uses, from improving a fighter's performance to uncovering some of the game's many secrets. Since there are hundreds of treasures, and because you can equip only one of each type before a tournament, nothing could be more important than fully understanding your treasure's special abilities.

Attack

There may be hundreds of treasures, but they all fall into one of four main types.

Special



Defense



Meds



Secret treasures can range from the potentially powerful to the pathetically useless. There are four types of Secret: Xenite, Strategic, Special, and Wonders. Some treasures are practical and already standing guard. Others have non-combative features, including one that lets you sample the sound effects in the game.



If you win a tournament, you'll be awarded experience, credit and some all-important treasures. Be sure to examine your inventory to learn about what you've won.

You can equip four different treasures (one of each type) before heading into battle. Each time you emerge victorious, the treasures will earn experience points toward their evolution into even more powerful items! The only exceptions are some of the treasures that can't be equipped. Even those will evolve as your fighter gains experience through.



While the top shot shows off a set of steaming Dragon Clothes, the bottom shot shows its evolution into an even stronger set of Dragon Armor!

Secret treasures vary from useful to useless. Keep the treasures that give you new moves or counter-see or improve your fighter's skills. Discard or ignore the trivial ones that take up space in your inventory.



50 Medals

There are two types of Medals in the 5D mode: one that relates directly to the special Platinum fighters, and another that is earned through experience. Experience medals let you move up a level, which in turn allows you to use more powerful treasures and pull off more power moves.

Tournament scenarios end with a confrontation between you and a Platinum character—a metallic and stronger version of an SD kid. If you can beat him or her, you'll win a medal that increases one of your abilities.



If you can beat all the Platinum fighters in battle, it will not only improve your abilities, but it will also let you play as one of these characters!

The Mind's Eye



By using the Mind's Eye feature in training mode, to practice pinpointing your attacks on your enemy's weak spots.

The Mind's Eye feature, which can be toggled on or off in both of the main modes, displays either your or your enemy's weak spot on the screen. Appearing as a glowing point of light, it will let you know the prime spot to attack (or defend) and the amount of damage a direct hit will do. (It's too hot to touch, so the carefully positioned and helpful clue appears for only a moment.)



In the 5D mode, you can equip certain Special Treasures to activate your Mind's Eye during a tournament. You'll know it's working when the screen begins to dim a bit.





Go Shopping



If your fighter is victorious, you'll earn credits toward treasure purchases at the store. The number of credits you win depends on how well you fight. As you win more matches, the quality and price of the treasures increase. Try to buy treasures early in the game, especially since the grand prize in the tournament is really a treasure that won't enhance your fighter's skills.



The winner who works at the treasure store will be available during and between matches to help you out.

Make a Trade



Flying Dragon's trading option is a terrific feature for two friends with a couple of Controller Paks. By accessing this mode, you'll be able to swap treasures that are no longer needed, are too high or low for your fighter's level, or were awarded to you but can be equipped only by another character.



While trading with friends can be a lot of fun, it will necessitate some hard bargaining for your best treasures!

Take a Bow!

With its RPG elements and bra-in-one package, Flying Dragon is an innovative entry in a crowded and often-reviled fighting game market. Gamers bored by the same old fatalities, humiliations, and gazillion-hit combos in other tournament fighters will find Flying Dragon a refreshing and welcome departure. If you're a gamer who likes change in your usual diet of deadly-serious fighting, too, Dragon's cute RPG design may not suit your tastes.



INTERNATIONAL SUPERSTAR SOCCER '98™

©1997 Konami

Konami's ISS is back for round two. Last year's version won the distinction of being the best console sports game of the year. This year's ISS '98 has better AI, more features, excellent graphics and sound, and the most intuitive play control of any major sports game. It's truly a superstar.

Round Two

Since the rest of the planet is mad about soccer, North American fans get the benefit of world-class soccer video games even though the game has a less popular base. (Who cares about Konami's soccer offering, ISS '98, really? Players like that it is the purest expression of international soccer that doesn't really require cheats and that ISS '98 makes you wish you play it, rather than argue the merits of a new franchise to the referee. And the AI is smarter than last year's game. CPU players play intelligently, they defend and attack on offense, and defend the goal from anywhere. When you are all in, it's a new, realistic and fun experience, and it's a game that you can't help but love to play.





A Covered Pitch

Nothing beats the adrenaline of a quality goal-kicking machine. For goals in ISS '98, play a covered pitch for an extra 100 points. You will still have to use your head and not just for heading the ball. Use the strategies below to get you an edge over your opponent.

SUPERSTAR TACTICS

A Slot of Skill

The best move in ISS '98 is the slot pass using the top 80 feet. Use a slot to keep your offense playing forward. If your pass doesn't reach a player using the X Button, hold stop and transfer the ball, hitting defenders a chance to knock it. Instead, use the slot to thoroughly pass to reach the defense and get the ball to a player who's making a forward, or a pivot, way, using up a shot.



Switch on the Pitch

Switching your field of play is a key tactic. Use the X Button to move the ball around to get up the left side. Use the top 80 feet to pass on one side of the pitch. Use the X Button to shift forward. The ball passes to a 90 player on the far side. When you then switch, covering pass to your striker.



The Move Left and Move Right tactics help you work with your

Quick Scores

When you have the opportunity to score quickly with a goalkick or corner kick, take a moment to work through the available options using the bottom C Button. Look for a formation in which one of your players moves into a central position where he can head the ball in the goal or pass it back to the kicker or another player for the shot.



Passing Out

Keep passing the ball. Shoot, but don't miss. Passes keep the defenders constantly shifting, making you of position. Use the X and Y keys. The CPU has to readjust on the ball with every pass, and that gives you an advantage. Short passes are easier to control and you can see if a player is open.

DEFEND YOUR HONOR

Block the Goal

Every time you try to make a shot on the ball, you lose control and, in occasion, giving the offensive player a chance to slip by. If you're in a low defender position, be ready for the ball to hit the goal. Use the X button to make a mistake in your own half or your own shot. Use Y and X to get the ball to the goal handler.



Mark It Tight

Be alert in marking open yards for high coverage and be ready to follow up on a cover pass. Use the X and Y keys to pass, play, and mark, and keep yourself. The AI has a tight strategy to keep you in a defensive position. It'll pass, kick, or shoot and interrupt the pass.



Club Control

Smiles and Frowns



Before sending your team onto the field, look at their faces in the Member options. Look for blue and purple (lower) faces as much as they can show on the field. Since their motivation is low, they probably won't help you win. Examine the average skill ratings for the reserves. Team heading is a replacement. A less skilled, but more motivated player, is still a good pick over one.



The five colored faces show a player's motivation. You can also check on stamina and stamina loss. Field your best team.



The angry face appears if a player is frustrated. For a limited time, that player will have extra motivation. Give him the ball.

TEAM SPIRIT

You can see your team's motivation level on the flashing MV on the Select Members screen. This is an average for your team. The biggest impact you can have on the rating is to assign a motivated captain. Of the five motivation levels, orange and pink are the best, yellow is average, blue is sad and purple should just stay home.



Formation Flying

With the freedom to choose your formations comes the chance to enhance your team's natural strengths. The most important thing you can do is study the ranking of your players in different positions. For instance, if you go into a 4-4-2 formation but a more defensive 3-5-1, you don't want to leave a forward playing in a mid-field position if his passing skills aren't up to the task.



If an opposing player leaves the game, choose a formation that puts one of your players in that empty area. You can also use the Move Space tactic to reinforce that weakness at the field.



Look for your strongest player to take a shift to 40 positions when you change your formation to a weaker status.

Tactical Strikes

One of the great features of BS 944 is how it works with which players can switch tactics. So upon your tactical overview, notice before the match, a warning of which tactics a player can't do. When you play, you'll be able to see if the tactic is available with your mouse. But the tactic is not available, it may be a bad idea to use. For the Counter tactic, Zone is a good strategy to fall on the counter.



Even one defenseless player can throw your opponent's strategy off. Use the Counter tactic that gives your offense a score.



Use the Move Space tactic to set up boys that you can use to take a set piece to your center for a great strike.



Build a Winner

South America's soccer has a come-a-long way in international competition. But it's still difficult to beat the powerhouse teams using the rising American (or Canadian) teams. If you want to make them competitive, you can do so by creating new players with high rankings and skills. Build custom super players and place them on a World Cup team, then register them in the game menu for your team. Create your offensive and defensive players to build a championship squad.



Create elite, fast players for half backs and forwards. Tailor your player's stats, attributes, and technical skills.

Expand most of your supply of skill points in areas that suit your player's position. For speed, some points in skills like Stamina, Speed, Jump, and Pace that can benefit any player.



The final screen shows your player's attributes. 53-58 generates from one to five special moves, which can be taken from the list of skills that appears in Goals. The ideas to give your player moves that will be useful in his position.



RANKINGS

The rankings of national teams are based on the strength of the team's players, which will be the most workable factor. They are ranked here in descending order.

	ATTACK	DEFENSE	TEAM
BRAZIL	95	96	97
GERMANY	90	95	96
ITALY	91	95	95
SPAIN	85	94	96
ENGLAND	92	90	91
NIGERIA	91	86	90
ARGENTINA	92	86	89
FRANCE	88	89	89
HOLLAND	94	83	89
PARAGUAY	82	90	86
YUGOSLAVIA	89	81	85
NORWAY	84	82	83
IRELAND	77	86	83
SCOTLAND	78	87	83
RUSSIA	79	85	82
ROMANIA	83	79	81
BULGARIA	84	74	80
PORTUGAL	76	84	80
MEXICO	81	76	79
COLOMBIA	87	68	78
DENMARK	80	76	78
CROATIA	90	63	77
U.S.A.	68	85	77
URUGUAY	85	65	75
AUSTRALIA	78	70	74
SOUTH AFRICA	70	78	74
MOROCCO	68	78	73
BOLIVIA	73	70	72
AUSTRIA	62	72	70
PERU	68	72	70
SWEDEN	72	67	70
CHILE	71	52	67
EGYPT	65	69	67
BELGIUM	70	60	65
SWITZERLAND	63	66	65
WALES	67	63	65
CAMEROON	72	55	64
GHANA	59	69	64
IRAN	70	55	63
SAUDI ARABIA	60	63	62
TUNISIA	59	61	62
GREECE	58	64	61
N. IRELAND	65	57	61
JAMAICA	64	56	60
SOUTH KOREA	62	58	60
JAPAN	57	59	58
TURKEY	56	56	56
U.A.E.	50	58	54
KAMBODIA	48	51	51
BAZARISTAN	54	48	50
UZBEKISTAN	49	49	49
INDIA	50	44	48



SCENARIO: 7

Uruguay vs. Peru



Uruguay's strategy is out of the ordinary: choose the 4-2-4 for your own formation. Put Baur on the outside and position Lopez in the middle. Send a short, soft pass to cover the goal just to the left of the keeper. Baur should pick it up and score or pass it to Lopez for the shot.



SCENARIO: 10

Paraguay vs. Colombia



Goalkeepers on each team are insane players. Compensate for the loss of your own goalkeeper by switching to an aggressive 3-3-4 formation and make Aroca to defend inside back position. Try to control the game with the ball, but play the ball off the defense to get a GK or throw



SCENARIO: 15

France vs. South Africa



France and South Africa each has a single player in the line up. As France, you should shift to a more aggressive 3-4-3 formation and substitute #10, Bu. for Holoef. When a teammate is freed from the back, pass the ball to the player just to the right and charge the goal for a shot.



SCENARIO: 6

Chile vs. Argentina



Make Chile the goalkeeper by replacing your goalkeeper with the 4-2-4 formation. Kick a soft pass into the middle to your striker and wait for the goal to ever come. A player in the center can also work. If you get the ball back, use three passes to push quickly up the field.



SCENARIO: 4

Belgium vs. Holland



Three goals down, Belgium faces a powerful Dutch team with less than three minutes on the clock. Shift to the 4-2-4, use the Zone Free, and spread legs out the penalty kick defense. If it sounds the siren, start the overtime over again. After that, attack without stopping.

SCENARIO: 8

Japan vs. Brazil



The obvious mismatch is the speed of the players. As the Japanese team, you'll have two goals to go in a few minutes. If you control the game, the middle, but away from the goal, you may control the game. There's more time than you might think, so make short, soft passes.



SCENARIO: 4

Switzerland vs. Norway



It doesn't get any harder than this. Forget your defensive halfback, is out and Switzerland is down by three goals. Switch to the 3-5-2 and shift your middle guard for maximum coverage across the field. Get every one for attack and keep Norway's GK away from the goal. Good luck.



THE SHOOTOUT

ISS '98 is definitely a world class soccer game, but how does it compare to World Cup '98 from EA Sports? ISS scores on ease of play and sound and the two scenario mode. World Cup scores on graphics and complexity, the elements that make it a true simulation. It's really too close to call, but unless you're a total soccer nut, you may find ISS '98 a more comfortable fit.

The Ex Files

Geo's adventures take us to remote, often magical worlds and some incredible battles, and boss battles. In each world, the goal is to find and control the local Exotic animal. In each world, the goal is to find and control the local Exotic animal. In each world, the goal is to find and control the local Exotic animal.

TOON TROUBLE



The most hilarious episode in the cartoon world, but gets tricky as you explore the area. You'll be using your dog's ability to see and hear even through the lovable lizard. From a toothy ring boss to a rock that can be used to gain treasure, Geo has trouble with the Toon Trouble. For more on Geo, visit www.nintendo.com.

TAIL OF FURY



In the Kingdom of Geo, Geo gets into some of the most intense battles against dragons and other creatures. In each world, the goal is to find and control the local Exotic animal. In each world, the goal is to find and control the local Exotic animal.

THE GRIM REAPER

Geo's final adventure has the scariest of all. In this world, the goal is to find and control the local Exotic animal. In each world, the goal is to find and control the local Exotic animal.

SPECIAL TV OFFER

Every level contains some additional items available only to you. In each world, the goal is to find and control the local Exotic animal. In each world, the goal is to find and control the local Exotic animal.





ABANDON SHIP

From the Love Boat to the Titanic, Gex finds himself on the floor of a massive antique shop with nothing but rusty treasure. You'll have to dash over a jump to avoid the heavy-duty cables of the Titanic. The ship's deck is covered in a forest of iron cables.



THE GECKO IN THE MACHINE

When Gex jumps into the TV, he lands in the living room of a computer store. He must look for a suspect application of Windows 95 that is responsible for the

Windows error. You'll not be hindered by other electronic enemies. Gex must avoid a pack of mice and a cat.



REMOVING INTERESTING



Gex's attention with TV reaches its height with remote control. Once you get enough remotes, you can move on to boss areas. The 2000 Island. When you defeat a boss, you'll win a gold remote, which opens up new areas in the game. There's also a bonus level, but you can only play it once in a while.

HOURS OF CHALLENGE

If you were thinking that Gex was just a quick time laugh-off, it's time you looked over to the Double & Bonus Channel. After collecting a number of bonuses, you'll be able to play Gex in a special mode. You'll have to play Gex in a special mode. You'll have to play Gex in a special mode.



Stay Tongued

Another bonus, which is the special for a win. You'll have to play Gex in a special mode. You'll have to play Gex in a special mode. You'll have to play Gex in a special mode.



YOU WON'T SEE **THIS** ONE IN THE ARCADES!

Player's Poll—Volume III

All gamers like to win. Here's your chance: fill out this questionnaire, then send it to us. If we draw your card, you'll win this month's Player's Poll Contest!

Name _____

Address _____

City _____

State/Prov _____

Zip/Postal Code _____

MPR#

1	2	3	4	5	6	7	8	9	0	X
---	---	---	---	---	---	---	---	---	---	---

(Use list above your name on the mailing label)

What systems do you own? NES SNES Game Boy

Telephone No. _____

Age _____

Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Nintendo 64 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

B. Super NES 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

C. Game Boy 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

D. Which the products or games are your "most wanted"?

1. _____ 2. _____ 3. _____ 4. _____ 5. _____

E. How old are you?

1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex

1. Male 2. Female

G. How do you feel about advertisements appearing in Nintendo Power?

1. I like them. 2. I don't mind as long as they don't take the place of magazine articles. 3. I don't want any ads in NP! 4. I don't care.

H. What type of product would you most like to see advertised?

(Choose one only)

1. Electronics (games, software, gadgets, etc.)
2. Toys 3. Entertainment (movies, music, comic books, etc.)
3. Food 4. Clothes 5. Sporting Goods

I. What would be your second choice?

(Choose one only)

1. Electronics (games, software, gadgets, etc.) 2. Toys 3. Food 4. Clothes
4. Entertainment (movies, music, comic books, etc.) 6. Sporting Goods

J. Did you like our special Pokémon coverage?

1. Yes 2. No 3. I'm not interested in Pokémon

K. What would you most like to see in upcoming installments of our special Pokémon section?

(Choose one only)

1. Combat tips 2. Trading tips 3. Monster profiles 4. Comics
5. Merchandise news 6. Pokémon art and labels

L. What else would you like to see in the section?

(Choose one only)

1. Combat tips 2. Trading tips 3. Monster profiles 4. Comics
5. Merchandise news 6. Pokémon art and labels

Three Questions: In which state does Nintendo Country Club's Golf Course take place? ANSWER: _____

BACK ISSUE/PLAYER'S GUIDE ORDER FORM

Catch up on the classics! Order from among the Nintendo Power issues listed on the back of this form. The prices shown include the cost of shipping and handling.

Name _____

Address _____

City _____

State/Prov _____

Zip/Postal Code _____

Telephone No. _____

Residency No. _____

Please check method of payment:

Check or Money Order MasterCard Visa
(No orders without)

Credit Card Number _____

Expiry Date _____

Cardholder's Signature _____

Title/Address No. _____

Cardholder's Name _____

BIG HELP FOR LITTLE MONEY

\$5.00!
(\$7.00 Canadian)



Nintendo Power's Player's Guides are the ultimate source for improving your game, and now they're more affordable than ever. For just \$5.00 (\$7.00 Canadian), you can pick up a Super Metroid, Killer Instinct, Chrono Trigger, Super NES, or Super Mario World 2: Yoshi's Island Player's Guide. That's a lot of strategies, tips and secrets for very little money, so don't let this bargain pass you by. With just a pocketful of change, you'll be changing your game for the better.

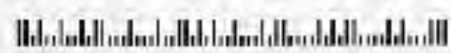
Nintendo Power Magazine
P.O. Box 97032
Redmond, WA 98073-9732



Place
First Class
Stamp
Here

Nintendo Power

P.O. BOX 97062
Redmond, WA 98073-9762



Quantity	U.S.	Canada	Rate						
(Units for each issue)	Price	Price	Amount	Number	Description	Price	Amount		
#3584	Volume 70 (July '88)	\$5.50	\$7.00	\$	#1881	Super Mario Bros. 2 Vol. 19	\$5.00	\$7.00	\$
#3585	Volume 69 (June '88)	\$5.50	\$7.00	\$	#3788	Player's Guides			
#3586	Volume 68 (May '88)	\$5.50	\$7.00	\$	#3789	Bare Knuckle	\$3.00	\$1.50	\$
#3587	Volume 67 (Apr. '88)	\$5.50	\$7.00	\$	#3791	Yakuza Story	\$3.00	\$1.50	\$
#3588	Volume 66 (Mar. '88)	\$5.50	\$7.00	\$	#3888	Dirty King Fishing	\$3.00	\$1.50	\$
#3589	Volume 65 (Feb. '88)	\$5.50	\$7.00	\$	#3684	GoldenEye	\$3.00	\$1.50	\$
#3590	Volume 64 (Jan. '88)	\$5.50	\$7.00	\$	#3685	Star Fox 2	\$3.00	\$1.50	\$
#3591	Volume 63 (Dec. '87)	\$5.50	\$7.00	\$	#3570	Metroid 2	\$7.00	\$4.00	\$
#3592	Volume 62 (Sept. '87)	\$5.50	\$7.00	\$	#3458	DNC2 (Nintendo Game Boy)	\$3.00	\$1.50	\$
#3593	Volume 61 (Aug. '87)	\$5.50	\$7.00	\$	#3484	Super Mario 64	\$7.00	\$1.50	\$
#3594	Volume 60 (July '87)	\$5.50	\$7.00	\$	#3188	Super Mario Bros.	\$3.00	\$1.50	\$
#3595	Volume 59 (June '87)	\$5.50	\$7.00	\$	#3288	DNC2 (Nintendo Game Boy)	\$3.00	\$1.50	\$
#3596	Volume 58 (May '87)	\$5.50	\$7.00	\$	#3388	Donkey Kong Country	\$3.00	\$1.50	\$
#3597	Volume 57 (Apr. '87)	\$5.50	\$7.00	\$	#2988	Street Fighter II Turbo	\$3.00	\$1.50	\$
#3598	Volume 56 (Mar. '87)	\$5.50	\$7.00	\$	#2788	Metroid	\$3.00	\$1.50	\$
#3599	Volume 55 (Feb. '87)	\$5.50	\$7.00	\$	#2688	Top Secret Password Book	\$3.00	\$1.50	\$
#3600	Volume 54 (Jan. '87)	\$5.50	\$7.00	\$	#2588	Zelda: A Link to the Past	\$3.00	\$2.50	\$
#3601	Volume 53 (Dec. '86)	\$5.50	\$7.00	\$		Budget Player's Guides			
#3602	Volume 52 (Nov. '86)	\$5.50	\$7.00	\$	#2888	Super NES Player's Guide	\$5.00	\$7.00	\$
#3603	Volume 51 (Oct. '86)	\$5.50	\$7.00	\$	#2988	Super Metroid	\$5.00	\$7.00	\$
#3604	Volume 50 (Sept. '86)	\$5.50	\$7.00	\$	#3288	Nintendo 64	\$3.00	\$7.00	\$
#3605	Volume 49 (Aug. '86)	\$5.50	\$7.00	\$	#3388	Dragon Zapper	\$5.00	\$7.00	\$
#3606	Volume 48 (July '86)	\$5.50	\$7.00	\$	#3488	Super Mario World: Nintendo	\$5.00	\$7.00	\$
#3607	Set No. 30-39	\$24.00	\$28.00	\$					
#3608	Set No. 24-29	\$24.00	\$28.00	\$					
#3609	Set No. 18-23	\$24.00	\$28.00	\$					
#3610	Set No. 12-17	\$24.00	\$28.00	\$					
#3611	Set No. 6-11	\$24.00	\$28.00	\$					
#3612	Set No. 0-5	\$24.00	\$28.00	\$					
#2727	Set No. 25-31	\$34.00	\$38.00	\$					

Your Super Nintendo SNES is highly valued by us. We believe you'll find it a valuable addition to your collection. We'll be glad to provide you with more information on our products and services.

Direct Point Magazine
P.O. Box 97062
Redmond, WA 98073-9762

All prices are in U.S. dollars and include shipping and handling charges. Prices are subject to change without notice.

Subtotal \$
Sales Tax \$
Total \$

ARCADE MACHINE!

ENTER TO WIN!

**GRAND
#1
PRIZE**

**A RARE TEST UNIT,
STRAIGHT FROM MIDWAY!**

PLUS
**BIOFREAKS FOR
YOUR N64**
from Midway!



**2ND
PRIZE**

**\$100 IN
QUARTERS**

Don't drop an arm and a leg at your local
arcade—LET NINTENDO POWER PAY!

PLUS
A BIOFREAKS GAME PAK FOR YOUR N64

**3RD
PRIZE**

**NINTENDO
POWER
T-SHIRTS**

Don't be a freak. Arm
yourself with a Power T
to be Bio Chic!



A NINTENDO POWER/MIDWAY EXCLUSIVE!

**NP
PLAYER'S
ROLL**

**YOUR
VOTE
COUNTS!**

YOU CAN'T WIN
IF YOU DON'T
SEND IT IN!

FILL OUT THE CARD
AND SEND IT IN!

WE'LL TALLY YOUR VOTE
FOR THE POWER CHAIRS
AND ENTER YOU IN
THE CONTEST!

OFFICIAL CONTEST RULES

No purchase necessary. To enter, please fill out the Player's Roll contest card in this issue, attach, if possible, one \$1.00 bill, and the amount to the prize question on a piece 3 1/2" x 5" card. Mail your entry to the address:

NINTENDO POWER
PLAYER'S ROLL, VOL. 111
P.O. BOX 91543
REDMOND, WA 98073-9252

One entry per person, please. All entries must be postmarked on or before September 1, 2000. We are not responsible for loss or absence of mail. On or about September 15, 2000, winners will be randomly drawn from among all eligible entries. By accepting this prize, winners consent to the use of their names, photographs, or other likenesses in the pursuit of advertisements or promotions on behalf of Nintendo Power magazine and Nintendo of America, Inc. (NOA) without further compensation. Prizes are limited to one per household. Chance of winning is determined by the total number of entries received. The ratio of prizes to entries cannot be related to 50:100,000. No substitutions or prizes is permitted. All prizes will be awarded to eligible U.S. residents, and your request to the address above after September 30, 2000.

Prize: Grand Prize Winner will win a Nintendo Test Unit and a Nintendo Game Pak for the N64. Actual events and may vary from one play area to another. Estimated total value of all prizes is \$1,000. Some restrictions apply. Void where prohibited. Nintendo of America, Inc. is a U.S. corporation. Nintendo of America, Inc. is a U.S. corporation. This contest is subject to all federal, state and local laws and regulations.

COUNSELORS'

▶ CORNER

▶ FORSAKEN 64



HOW DO I GET INTO BATTLE MODE?

Forsaken 64's instruction manual says that while Mario is in the wild, Luigi does (and you have to get there). You'll have to prove yourself as man the right to fight. To do this, you'll have to complete the one-player game. Depending on the difficulty level you select, you'll access the Bronze, Silver or Gold range in Battle Mode. When you're done, save your files on a Controller Pak. If you finish to Save, you'll have to play through the entire one-player game to start Battle Mode again.



While the manual doesn't tell you, you'll need to fight your way to the finish in Forsaken 64's one-player game to start Battle Mode.



If you want to play Battle Mode another day, save your files on a Controller Pak, or you'll lose your progress when you turn off your game.



HOW DO I CRUSH THE DREADDOUGHT OF RABBITHOLE?



You'll encounter the Dreaddought while it's covered in a heavy descent of Speed blocks. You must attack the working hole, but you can force a transition by using your beam weapons on all the guns blocking the door. As soon as the

guns are destroyed, the Dreaddought will fall through the corridor. It falls for a long time (about 10 seconds) before it falls into the walls, then returns to with your strongest weapons. If you damage the Dreaddought enough, it will retreat

into a small chamber. Follow the sinking ship into the room, but aim your guns at the exit from the left side of the chamber. Hit the switch as the Dreaddought flies through the narrow corridor, and the steel walls will sink down and crush it.



Target and destroy the enemy block guns to make the Dreaddought fall off and see it from you.



If you rug the walls, you'll find it easy to drop right at the Dreaddought's mind.



Shoot the switch, and the enemy steel walls will crush the Dreaddought as it tries to escape.

▶ STAR WARS: SHADOWS OF THE EMPIRE



WHAT'S THE BEST WAY TO AVOID BEING SHOT DOWN ON KOTH?

Use your skills to approach and hit the ATSE and ATAR from the side. By passing behind the invaders as you line up for your attack run, target the Imperial Probe Droids and the ATSE first. The ATSE Walkers' heavy guns aren't fully functional unless they're 90 degrees in return fire. If you apply your brakes to your target, an enemy won't get a better shot in during an your run. Your blasters won't last you much time to shoot anything, so save them for evasive maneuvers.



Hit the Imperial Invaders from the side. The Walker's guns can't fire enough into you.



Block the Probe Droids and ATSE Sensors before you concentrate on the big Walkers.

? HOW DO I DROWN THE DIAMONG IN THE IMPERIAL SEWERS? ?

Diamond is a mutated squid that looks like a tangled ball of tentacles. He hides out in the murky Imperial Sewers at the end of Mission 6, waiting to drop headless victims to their watery demise. Diamond's thick hide has an impenetrable armor, so instead fire until you have an infant hit in his eye, which is located at the end of one of his numerous tentacles. Since it's hard to see in the dirty darkness, most aquatic birds will find it tough to keep a clear path to the eye under water. You'll find it easier to hit the target if you switch to your Scatter Missiles after you've spotted Diamond's eye. Your

Chrysoth won't work underwater, so rely on your Blaster or Missiles throughout the fight. If you need any, clear your way through two requirements:



Switch to your Scatter Missiles to keep hitting the Diamond's sensitive eye as you aim from afar.

ing tentacles blocking your way to the surface. If Diamond tries to inhale you into his gaping maw, activate your jet pack and compete down to safety.



Watch your air and limit your way to the surface when you need to replenish your supply.

? HOW DO I REACH THE END OF BEGGAR'S CANYON? ?

Your strategy will depend on which difficulty level you've selected and if you're trying to collect Challenge Points. If you're playing on the Easy difficulty level, you can hit every obstacle in Beggar's Canyon without wrecking your Savage. If you're playing on the level, you'll lose your ride if you hit one of two objects. To detect the other two, kick them out of the way. If you're out going for Challenge Points, you can weave around the two surface pits in the desert. If you are going for points, you'll have to jump the pits or get the points spinning above them. You'll have to proceed through a circular rock, called the Eye of the Needle, just before

lines. Make sure in the darkness that you're on full speed to get through the obstacle. If you can make it through the needle, you'll fall into the pit if you don't have enough speed. The last thing you'll have to



Kick your rival across nooks out of the way or do your best to spin them to obstacles.

worry about is getting to your place before the other Savage does. If the other jumps you and gets their foot on a wall, lose a life and only Challenge Points, you've collected, forcing you to start your ride all over again.



Get plenty of acceleration as you attempt to thread the Eye of the Needle near Beggar's Cave.

FINAL FANTASY ADVENTURE



HOW DO I DEFEAT THE VAMPIRE?

Like the vampire, you'll instantly drain your life if you touch an aspect here in Lee's Room. While it's fairly easy to keep out of this way, it's wiser to avoid Lee entirely, especially if you remain in one place. Lee always directs the bats to the place you're at when he stops moving. If you're an adept Lee with your Chain-Flail and keep moving in a large circle around him, you'll eventually wear him down and destroy him.



The bats fly to where you were when Lee summoned them to attack. Move to dodge them.



You'll be defeated if Lee touches you, so stay on the opposite side of the room as the vampire.

?

HOW DO I CRUSH MEGAPEDE?

?

If you're absent, you can trip on the Megapede without taking a hit. Select your Chain-Flail and stand in the hollow of the vine you're linked to reach the

insect's tail. If you stand on the vine and face down, you can fall the Megapede without getting hit as he sways in a figure-eight pattern. Waiting for the right

moment to scurry into range may seem a bit tedious, but the Megapede can't hurt you as long as you're on the vine. You'll find Silver after you crush this bad bug.



Stand in the vine's hollow. Attack from behind and the Megapede can't see or hit you.



Face down at this insect and fall, but try not to fall into the water or you'll become Luch.



The Megapede's figure-eight pattern is easy to anticipate. Wait for an ideal opportunity.

?

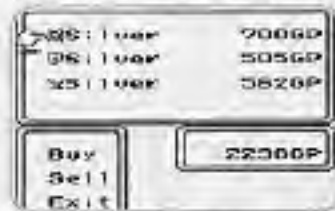
HOW DO I REACH THE OTHER SIDE OF GATE PASS?

?

After you've found Cave members like Gauril and Silver, but if you try to enter the cave with the stars, you'll find a dead end. To get through the cave, you'll have to have your Silver dogged into

the Silver Armor, the Silver Shield, and the Silver Sword. You'll use all of these items if you take the silver back to Watto in the Desert Cave. Equip the items when you arrive at the Gate Cave and keep walking

until you reach the last screen. If you wander around the right side of the right statue, you'll find an invisible switch. Stop on the switch or open a hidden door leading through the rest of Gate Pass.



Take the Silver to Watto, who will make you the Silver Armor, a Silver Shield and a Silver Sword.



Equip the silver items Watto made for you. Don't find the invisible switch next to the statue.



If you stand on the switch, you'll open a hidden door leading to the other side of Gate Pass.

▶ WARIO LAND 2



IS THERE A WAY TO RESTORE MY SQUASHERD WARIO?

Rolling boulders and other heavy hazards will squash Wario flat, but that's not always a bad thing. There are some low-clearance areas in the game that can be exploited only when Wario looks like a walking pancake. After you've collected everything in these low-lying regions, look for drops of liquid falling from the ceiling. You'll spend up to your normal dimensions if you're hit by a drop, or if a boulder swears down and pells you back up.



Barely flat isn't a bad thing if you're trying to slide into low-clearance spots like this one.



To spring back up to normal proportions, get soaked by a drop or look for a boulder to pelt you.

?

HOW DO I STOP THE TRAIN?

?

If you reach the end of the rail, you'll probably wonder if the dead end is the end of the line for this train stage. You'll see a door here, but it won't take you anywhere, and you

won't find a hidden secret passage. Walk back to the left until you find the door leading out of the train car. If you stand next to the door and jump up, you'll find a double ladder that leads to

the top of the rail. Jump to the right over the hole in the roof and continue until you can step down the hole. Walk to the right to find a lever. Change into the lever to stop the train and end this story.



This might be a dead end, but it's not quite over—backtrack to the door of this railcar.



If you keep fighting there, you'll find a double ladder leading to the top of the rail roof.



Change to this lever on the rail to stop the train. We're right on track for the next stage.



In the USA Call: 1-800-800-8707

Visit us online at www.ign.com

Q&A FAST FACTS

University of Wisconsin - Eau Claire
11100 S. 27th St., Eau Claire, WI 54601-1111

In Canada Call: 1-900-497-4400

©2005 Nintendo. All rights reserved. All other trademarks are the property of their respective owners.



NEW TOON TO THE OUTRAGE COP '08

- Q: Did you enjoy it?
- A: The game does a nice job of making the world of Outrage Cop feel like that of a real police procedural.
- Q: How did you play in the police procedural world?
- A: It's a really fun and easy game.

LOVE SQUASHING?

- Q: When are you going to visit?
- A: The game is in the Game Boy Advance SP.
- Q: Can you play more in the Air Mode?
- A: It's a very nice mode.
- Q: How do you like the game's performance?
- A: It's a really nice game.

DOES WARIO DO?

- Q: How did you get the game?
- A: I got the game in the Game Boy Advance SP.
- Q: Can you play more in the Air Mode?
- A: It's a very nice mode.
- Q: How do you like the game's performance?
- A: It's a really nice game.

THE RING LEADERS

They may not have a lot of WWE history, but they sure do have a lot of fans. Here are the top 10 most popular WWE Superstars in the WWF's history. We're ranking them based on their popularity in the WWF's history. We're ranking them based on their popularity in the WWF's history. We're ranking them based on their popularity in the WWF's history.

WWE WAR ZONE



GAME BOY



"STONE COLD" STEVE AUSTIN

Although he hails from the biggest state in the con game, Austin is definitely not the WWF's largest wrestler. Still, he's the clear favorite among die-hard fans.



Tied-Up STONE COLD STUNNER

○○○

STRENGTH	4
SPEED	3



Opponent on Mat ELBOW DROP

Attack

TERRIBLESS	4
RECOVERY	4



KANE

He's not only big and mean, he's also the Undertaker's "Bible" brother. Unfortunately, their mutual animosity has made them bitter enemies. Can you say "grudge match!"



Tied-Up TOMBSTONE PILEDRIVER

○○○

STRENGTH	5
SPEED	3



Opponent on Mat LEG DROP

Interrupt

TERRIBLESS	4.5
RECOVERY	3



SHAWN MICHAELS

While Michaels is at the top of his wrestling career, his abrupt departure from the D-Generation X crew may have left a bad taste in Triple H's mouth. A showdown is due.



Tied-Up SWEET CHIN MUSIC

○○○

STRENGTH	4
SPEED	3



Opponent on Mat GROUNDSLAM

Running, Interact or Attack

TERRIBLESS	4
RECOVERY	4.5



UNDERTAKER

Simply put, no other wrestler is as big or as dangerous as this Man from the Dark Side, who uses some of the dirtiest tactics in the ring. His Tombstone Piledriver is one of the most devastating moves.



STRENGTH

4

SPEED

3

TERRIBLESS

4

RECOVERY

4



Tied-Up TOMBSTONE PILEDRIVER

○○○



Opponent on Mat ELBOW BOLT

On edge, Attack

Attack

DOWN, NOT OUT



If you're ever asked to do a move, you'll want to know how to do it. Here's a list of the most useful moves in the game, and how to do them.



When you're asked to do a move, you'll want to know how to do it. Here's a list of the most useful moves in the game, and how to do them.



GOLDUST

A relative newcomer to the sport, Goldust is an unproven commodity. It will be up to you to decide whether he's big box office or just a lot of hype.

STRENGTH
SPEED

TUGHNESS
RECOVERY



Tied-Up
CURTAIN
GALL
○○○



Cage Move
ELBOW JOLT
On cage,
Attack



TRIPLE H

As the leader of the D-Generation X clan, Hunter Hearst Helmsley has been knocking off members of the Hart family for years now. Owen is the next target on his hit list.



Tied-Up
PEDIGREE
○○○

STRENGTH
SPEED



Turnbuckle Move
FLYING ELBOW DROP
Opponent standing, Attack+○

TUGHNESS
RECOVERY



AHMED JOHNSON

While only average in height and weight, Ahmed is well known as a total powerhouse. He may not come with flash and theatrics, but boy can he deliver a brain!



Tied-Up
PEARL RIVER PLUNGE
○○○

STRENGTH
SPEED



Turnbuckle Move
FLYING LEG DROP
Opponent standing, Attack+○

TUGHNESS
RECOVERY



FAROOQ

Since he has a special fondness for punning, his former partners in the Nation, Farooq, would surely like nothing more than a vicious face off against Rocky Maivia.



Tied-Up
DOMINATOR
○○○

STRENGTH
SPEED



Tied-Up
KNEE LIFT
○

TUGHNESS
RECOVERY



OWEN HART

As the final member of the Hart family still wrestling in the Federation, Owen recently lost the European Championship Match to Triple H. Will you help him get revenge?



Tied-Up
SPINNING HEEL KICK
○○○

STRENGTH
SPEED



Tied-Up
HEAD BUTT
○

TUGHNESS
RECOVERY



BRITISH BULLDOG

This tough wrestler from Manchester may not have size on his side, but any brawler who underestimates the Bulldog's bite is in for a long and humiliating beat.



Tied-Up
RUNNING POWER SLAM
○○○

STRENGTH	4	TENDRNESS	4
SPEED	4	AGILITY	4



Tied-Up
EVERAKE
○



ROCKY MAIVIA

By defeating Faarooq, Rocky Maivia landed his rival's role as the leader of the Nation of Domination. Can the Rock stay on top, or will the old king win back his crown?



Tied-Up
ROCK BOTTOM
○○○

STRENGTH	7	TENDRNESS	5
SPEED	4	AGILITY	4



Tied-Up
SUPEX
Attack+○



MANKIND

Mick Foley, a.k.a. Mankind, a.k.a. Dude Love, a.k.a. Cactus Jack, has definitely paid his wrestling dues. His career is legendary, as is his contempt for Steve Austin.



Opponent on Mat
MANDIBLE CLAW
○○○

STRENGTH	4	TENDRNESS	3
SPEED	4	AGILITY	4



Tied-Up
POWER SLAM
Attack+○



KEN SHAMROCK

At a paltry 235 pounds, Shamrock should be easy prey for his heavier opponents, yet this former Ultimate Fighting Champion has proved to be a superior tag-team partner.



Tied-Up
ANKLE LOCK
○○○

STRENGTH	4	TENDRNESS	3
SPEED	4	AGILITY	4



Tied-Up
IRISH WHIP
Interact+○ or○

WWE: WAR ZONE



GAME BOY

WAR IS RAW



Take on the leader of the Stampede with a little help from your friends. You won't be able to get your moves by merely mauling up and down.



Watch out for the posturing from the Mosh. When you're in a tight spot, get your hands on the crowd. You'll be able to get your moves by merely mauling up and down.



Take on the leader of the Stampede with a little help from your friends. You won't be able to get your moves by merely mauling up and down.



ARENA

Are you game?

THE CHALLENGES

THROUGH SAND AND SEWER

Hit the sand and surf in Treasure Trove Cove and Clerk's Cavern to find every item as fast you can. Once you've gotten every note, Jiggy and Hoopycorn Place in your bear paws, send us a photo of your Totals Screen. We'll bear the best times in Arena.

SPACEBALL FEVER

Who says a camera should be only for taking pictures? With the Game Boy Camera, you can shoot spaceships in Space Fever or try your hand at juggling in the Ball game. If you think your high score for either game is high enough, take a photo of it (using another camera, of course).

THE UNDEFEATED LEGEND

With the summer releases of A Link to the Past, what better time to issue a challenge for the classic Super NES game? If you're the stuff of legends, defeat the game undefeated so you have a Golden Sword, a Mirror Shield, Red Armor and a big zero next to Link.

#1 TREASURE TROVE COVE

100/100
10/10
2/2
0:24:04

BAMJO-KAZOOIE

#2 SPACE FEVER

5059
GAME OVER
SCORE 5059
PLAY EXIT

GAME BOY CAMERA

#3 PLAYER SELECT

1. Link
2. KENT
3. Slippy

THE LEGEND OF ZELDA: A LINK TO THE PAST



WHO AM I?

Through the magic of the Game Boy Camera's trick lenses, we've revealed a familiar friend. See if you can identify this usually-protopagan hero.

NP SCOREBOARD

STAR FOX 64

Best Lap Times for Track 2 (Total: 100)

Andrew McGowan, Poway, CA	1:14
Bradford Damstra, York, PA	1:24
Anthony Chenik, Crofton, MD	1:47
David Mallon, North York, ON	1:45
Robert Sheehan, Longwood, FL	1:55
Mike Kaczynski, Chapel Hill, NC	1:54
Michael Smith, Atlanta, GA	1:54
Erica Knott, Oak Hills, IL	1:58
Brandon Wright, Rosemead, CA	1:59
Anna Swick, Whitby, NB	1:55
Chris Van Assen, Virginia, VA	1:54
Michael Hill, Springfield, OR	1:55
Harold Roberts, Rockville, MD	1:51
Mark Hertz, San Jose, CA	1:50
James Wilson, Vancouver, BC	1:52
David Lewis, Charlotte, NC	1:52
Patrick Marshall, Marietta, GA	1:50
Kevin Pate, North York, ON	1:50

SAN FRANCISCO RUSH

Best Lap Times for Track 2 (Total: 100)

Kyle C. Cobles, Phoenix, AZ	1:24.57
Jon Swann, San Jose, CA	1:32.54
Chris Conway, Denver, CO	1:36.37
Brad Bonwick, Manchester, NH	1:41.21
Jonathan Ross, St. Louis, MO	1:40.31
Eric Bost, Kirkland, WA	1:48.00
Fred Yang, Vallejo, CA	1:48.07
Michael Yee, Pittsfield, MA	1:52.05

SAN FRANCISCO RUSH

Best Lap Times for Track 2 (Total: 100)

Jon Swann, San Jose, CA	2:18.20
Charles Buxette, Johnston, RI	2:22.44
Jonathan Ross, St. Louis, MO	2:26.19
Brad Bonwick, Manchester, NH	2:16.31
Eric Bost, Kirkland, WA	2:16.25
Fred Yang, Vallejo, CA	2:19.04





BOMBERMAN HERO

- Nintendo 64 Megabyte
- 1 player
- 2 game save files
- 6 worlds






SCORES

T-7.2

M-2.1

J-6.8

P-7.0

SP-7.2

Bomberman stars in his first true adventure.

GRAPHICS Bomberman is now animated, but you've never seen him in this platform adventure. Although the textures and special effects aren't as nice as those in Mario Kart 64, they are comparable to most other 3-D platform games. The camera is controlled by the CPU, allowing players to temporarily control it to peek around corners, which can be frustrating.

PLAY CONTROL For the first time ever, Bomberman has a full repertoire of moves. In addition to using his bombs, he can run, jump, and climb. In later levels, he transforms into a vehicle.

COMMENTS Score-fying players will get the most out of this game. Temp. The enemies and gadgets are worth checking out. Jason—As an action hero, Bomberman isn't driven to beat. Todd—When? The four-player mode?

GRAPHICS=7.2 **PLAY CONTROL=7.2** **GAME DESIGN=7.4** **SATISFACTION=6.8** **SOUND=6.8** **OVERALL RATING=7.1**



WWF: WAR ZONE

- Acclaim/128 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- Hidden characters
- Create-a-Wrestler option
- WWF license with stars



It's a rumble royale in Acclaim's first N64 rasslin' game.

GRAPHICS Acclaim West made the most of the N64's wrestlers as realistic as possible and gave them their signature moves. The animation is smooth—maybe not quite as fast as reality, but good.

PLAY CONTROL The design team wanted to create a different kind of wrestling game—one that is more like a traditional fighting game. They succeeded in making the game more intricate, but that doesn't necessarily make it more exciting.



GAME DESIGN

WWF: War Zone includes lots of great modes, including multiple tournaments,

multiplayer tournaments, and matches (a team and, best of all, the Create-a-Wrestler mode). Custom wrestlers can be saved on a Controller Pak and played on another War Zone game.

SATISFACTION The options and Create-a-Wrestler mode are excellent, as are the graphics and sound, to get the most out of it you need to study your moves.

SOUND The official WWF announcers lend a touch of realism and humor to the game. There are enough comments to keep the battle lively throughout the match.

COMMENTS *Fun—Revolutionary. Create-a-Wrestler mode. The best thing to happen to video wrestling. Start-up is not worth the hassle of play control, but otherwise it's pure conf. Rich detailed graphics.*



SCORES

8-7.8

H-7.4

J-7.4

TOP-7.3

SP-7.0

7.4

OVERALL RATING

GRAPHICS=8.0 PLAY CONTROL=7.2 GAME DESIGN=7.0 SATISFACTION=7.2 SOUND=7.6



F-1 WORLD GRAND PRIX

- Video Systems/66 Megabits
- 1 or 2 players simultaneous
- Controller and Rumble Pak compatible
- Replay mode
- F-1 license includes drivers and teams



There are no bananas, no missiles—just real racing for the N64.

GRAPHICS F-1 World Grand Prix stands out as one of the best-looking racing simulations ever. The cars, tracks and backgrounds show an amazing level of detail. The camera options give players a chance to find a perspective that suits their style of driving. Even the effects, such as the spray of water during rainy laps, look televised.



PLAY CONTROL This game has a longer learning curve than an arcade game, but you can custom-tweak racing parameters to things to create the perfect fit.

GAME DESIGN In addition to the traditional Grand

Prix races, Video Systems included an historical scenario mode. The challenge is excellent in all modes, and with the two-layer option, F-1 World Grand Prix goes where the real F-1 F-1 Pole Position never did.

SATISFACTION For some racing fans, the realistic graphics will cast the shadow, but the real thrill is in the intense driving experience and the strategy that you use out on the track. This is a game that you'll keep coming back to even after winning a season.

SOUND The road and engine noise is very realistic. The pit radio is clear, but the advice is pretty basic.

COMMENTS *Realistic, very enjoyable. It's not too accurate, but captures what it's really like to drive and race a F-1.*



SCORES

7-7.2

H-8.3

J-7.6

P-7.5

SP-8.2

7.9

OVERALL RATING

GRAPHICS=8.3 PLAY CONTROL=7.8 GAME DESIGN=7.8 SATISFACTION=7.8 SOUND=7.5



WAIIALAE CC: TRUE GOLF CLASSICS

- Nintendo 64 Megabits
- 1 to 4 players alternating
- 10 game save files
- 6 play modes
- Auto head capping



Waiialae Country Club is truly a golf classic for the N64.

GRAPHICS T&L Soft recreated the lush fairways of the Waiialae Country Club on Data in all 3-D, paying close attention to every detail. These classic settings give you some variety for watching your shot. The putting green and sand traps aren't alive yet, so you'll need a little help.

PLAY CONTROL The swing model is excellent for drivers and irons, but pretty poor for putting and chipping shots. When setting up players, you can customize their clubs.

GAME DESIGN You might think that having two just-innate courses would limit the replay value, but every round turns out to be



a new experience. Weather conditions change constantly, so you must adjust your game to compensate for wind and rain.

SATISFACTION Golfers and non-golfers alike will love this game. There are many ways to play, and the multiplayer mode is great, particularly for match play and stroke matches.

SOUND The music would seem more at home in an elevator than on a golf course. The commentators and caddies don't have any valuable advice.

COMMENTS Scott: It's like watching a comedian adapt to one of the best courses in the country, and there's no drive so heavy. Heavy, the greens are almost impossible to read. Todd: The course was done extremely well. I just wish there were more of them.



SCORES

G-7.9

H-8.8

T-7.1

P-8.2

SP-7.6



GRAPHICS-7.7 PLAY CONTROL-7.5 GAME DESIGN-8.8 SATISFACTION-8.0 SOUND-6.8

OVERALL RATING



GT 64 CHAMPIONSHIP EDITION

- Over 128 Megabits
- 1 to 2 players simultaneous
- Controller and Rumble Pak compatible
- 6 volumes
- 14 cars and racing tracks



International street racing is back for the N64.

GRAPHICS Imagine stepped up the level of detail in this street racing sequel to last year's *MTX: Street Racer*. Championship Edition features multiple camera angles, a responsive camera, and replay camera. The cars look very good, and there's a pop-up in the background.

PLAY CONTROL Each of the cars has its own feel, and each seems best suited to particular tracks. Players can customize the car settings before races. The Rumble Pak gives you feedback on road bumps, and it lets you know if you swipe a wall. Cars react differently to corners.



GAME DESIGN

The steering speed and control is okay, but it's more of an arcade experience than a simulation. Computer drivers make few mistakes, but they also lose races.

SATISFACTION The racing is fast and the cars are cool. The Rumble Pak is implemented very well. The two-player mode runs somewhat slower than the single player mode. In the two-player game, six courses aren't brought.

SOUND The excellent racing sounds and high energy music will tempt you to crank the volume.

COMMENTS Scott: I had fun with *GT* once I started learning the course. Jason: *GT* was slow for Game Traks. Todd: This game didn't offer anything new. Paul: *Street Racer* will be the best street racing game, but *Street Racer* will never stay on the track.



SCORES

T-8.9

H-8.0

G-7.1

P-6.8

SP-8.7



GRAPHICS-6.6 PLAY CONTROL-7.2 GAME DESIGN-6.4 SATISFACTION-6.4 SOUND-7.0

OVERALL RATING



INTERNATIONAL SUPERSTAR SOCCER '98

- Konami, 66 Megabits
- 1 to 4 players simultaneously
- Controller Pak compatible
- 6 game modes



The best of the best gets even better with ISS '98.

GRAPHICS

Konami's ISS '98 starts off with the excellent graphics and animation of last year's ISS '97 and added some nice touch-ups, such as directional responses of characters and better AI.



All camera angles are adjustable for height, direction and zoom factor.

PLAY CONTROL Response to ISS '98 is exceptional. Characters move naturally and the various moves, whether automatic or user selected, flow smoothly and memorably through Channel 5 team sequences.

GAME DESIGN Game modes include an Open Match,

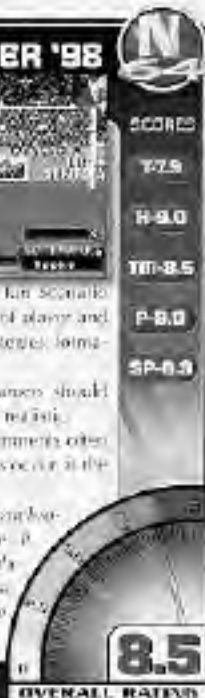
International Cup, World League, Penalty Kick match, and a fun scenario mode. Players also have complete control of player and team setup, including player motivation, strategy, formations, and substitutions.

SATISFACTION Soccer fans and sports gamers should check this one out. The play is intuitive and realistic.

SOUND The commentator's verbal comments often happen to be intriguing and just come across as if the right moment, impressive.

COMMENTS Paul-Tougher: AI, better sound, great sound. Mike: play control is like a Harry-Tin (imagine) AI is very good and the game is well challenge. Lack of a FIFA license takes away from the fun. Scott-The scenario modes add a fun dimension.

GRAPHICS=8.4 PLAY CONTROL=8.8 GAME DESIGN=8.4 SATISFACTION=8.8 SOUND=8.2



FLYING DRAGON

- Natsume, 66 Megabits
- 1 to 2 players simultaneously
- Controller Pak compatible
- 2 play modes
- 2 graphic modes



Natsume kicks out a fighter for role players.

GRAPHICS Flying Dragon is in the unique position of having two sets of fighting characters and 2-D and 3-D modes all in one game. The karate-kick isn't interactive, and the 3-D graphics don't give you any extra abilities other than animation. Some of the special move animations are pretty cool.

PLAY CONTROL Although you'll see faster frames than in most fighters, your character's response is slightly slow, particularly in the 3D mode.

GAME DESIGN The arcade and experience modes are one of the most successful elements to be found in any fighting game. Flying Dragon gives players almost a complete freedom to set up fighting conditions.

SATISFACTION Although there are many ways to play this game and lots of characters to adapt, it seems that the

AI is a bit dim. You can win most matches with just a few moves.

SOUND Lots of Japanese exclamations have been left in the ROM, which can be amusing or annoying, depending on how you look at it.

COMMENTS Tony-Nobody ever did do in a fighting game before, but you gotta wonder if anyone will be able to do it again. Flying-DK is a basic fighter game that will disappear into most fighting game collections.



GRAPHICS=7.0 PLAY CONTROL=6.6 GAME DESIGN=6.2 SATISFACTION=5.8 SOUND=5.0



Wetrix



WETRIX

- 64MB MegaBits
- 1 to 2 players simultaneous
- Controller Pak compatible



It's a flood of fun for the N64.

GRAPHICS It took a few extra months, but *Wetrix*, the puzzle game from Cyan, is finally polished and ready for release. Although a puzzle game, the graphics in *Wetrix* make full use of the N64, with transparency effects and other cool bits such as fire and explosions. The angle of the level sometimes makes it difficult to tell the position of pieces, which can lead to problems.

PLAY CONTROL Players can use either the Control Stick or the Control Pad to move pieces. The Pad seems more precise. Still, there is some looseness to the controls that can result in mis-fused items.

GAME DESIGN *Wetrix* works on both one- and two-player modes, a fitting make-high-scores-and-a-challenge mode that's possible in any. The online play, which is like a cross between *Tetris* and *Papapuz*, is very compelling.

SATISFACTION This is, perhaps, the most interesting

puzzle game yet for the N64. Less abstract than *Tetrisphere*, *Wetrix* is equally hard to learn on.

SOUND The icy, low music is hypnotic. The sound effects of water, fire, bombs, and other things are well done.

COMMENTS Scott—The developers of *Zed Two* made good use of the last few months in development. *Wetrix* is fun, with captivating music—An original concept that works well for a long with all the needed!



SCORES

N-74

T-77

P-64

SP-7.6

T-8.0

74

OVERALL RATING

GRAPHICS=7.4 PLAY CONTROL=6.6 GAME DESIGN=8.0 SATISFACTION=7.4 SOUND=7.6

GAMEBOY



WWF: WAR ZONE

- Acclaim 2 Megabits
- 1 to 2 players simultaneous
- Passwords
- 4 modes of play
- 13 wrestlers



That's gotta hurt. What ails Acclaim's mini wrestler?

GRAPHICS The graphics are the strangest point of *WWF War Zone* by far with crop, clear, decent animation for the small screen. *WWF* looks good on the surface. Even the characters look right, if not for the small graphics.

PLAY CONTROL Play control is possibly the biggest problem with this game. Escaping moves using the attack and control buttons isn't very difficult, but going for the move selection is slow. The computer does it is really tough. The computer sometimes also seems more violent than your character does.



GAME DESIGN The modes include tournament, two-player, and

even a huge match—a nice addition. The AI seems to be ambitious, poor planning on the part of the developer. But moves seem a count far less than similar moves executed by the computer character.

SATISFACTION Unless you have reflexes of lightning, forget it. You're not going to win a match, how much fun do you get? On the other hand, if you know a little *WWF* trivia, you can stage two-player matches, and actually have some fun.

SOUND The music and effects are no more annoying than the sound in most Game Boy titles.

COMMENTS Scott—It's real or is it a fake? Let's just say that it's not very good. And, the moves are easy to perform, but most of them don't seem to do much damage.



SCORES

T-4.3

P-5.2

SP-5.0

S-5.0

T-6.7

5.2

OVERALL RATING

GRAPHICS=6.2 PLAY CONTROL=5.0 GAME DESIGN=5.2 SATISFACTION=4.0 SOUND=5.4

GAME BOY



HARVEST MOON

- Nintendo 64/Windows
- 1 player
- 1 game save file
- Game Link trading option
- Super Game Boy enhancements



Reap the rewards down on the farm.

GRAPHICS Most of the available elements work well, even on the small Game Boy screen, but it can be difficult determining the condition of some of your crops. The look is very close to the original Super NES game, minus the color, of course. Animation is simple.

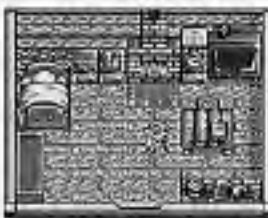
PLAY CONTROL Most commands can be selected with the A Button and Select, and the most difficult task is finding an unused item to use a tool on in particular areas.

GAME DESIGN There's an awful lot to do in Harvest Moon: clearing land, planting, watering, harvesting, visiting the market, managing your house and farm, caring for farm animals. Much of the day-to-day action is repetitive, so you'll really need to have a strategy in order to accomplish all the work that must be done. The save-trading feature will be cool if you have a friend who also has a copy of the game.

SATISFACTION

If you like RPGs and strategy games, you may be surprised by Harvest Moon's depth. It's not for everyone, but we're already looking forward to the N64 version next year.

SOUND Some of the sounds are very useful, giving you extra feedback about your activities. You can turn down the music without losing the useful background sounds.



COMMENTS

Tommy—*While the N64 Harvest Moon, this game lets you play beyond the ending, so you can farm out.*

Game ROY

SCORES

8-8.8

7-6.1

6P-7.7

5-7.4

TM-8.0

72

OVERALL RATING

GRAPHICS=7.4 PLAY CONTROL=6.8 GAME DESIGN=7.6 SATISFACTION=7.4 SOUND=6.0

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ARVIND—Fighting, RPGs, Adventure

DAN—Action, Adventure, Sports

ERIC—Sports, RPGs, Adventure

HARVEY—Fighting, Action, Sports

JILLIAN—Adventure, Action, Puzzles

PAUL—Fighting, Sports, Adventure

SCOTT (SN)—Sports, Adventure, Adventure

RONDA—Puzzles, RPGs, Fighting

TERRY (SN)—RPGs, Simulation, Puzzles

TOM—Sports, Action, Adventure

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GAME DESIGN: 20%

GRAPHICS: 20%

SATISFACTION: 25%

PLAY CONTROL: 20%

SOUND: 15%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

Games that were released prior to the commencement of the ratings system are designated NR.

- All Ages
- Early Childhood
- Teen (13+)
- Mature (17+)
- Adult (18+)



It's a silly place.

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

WIN BACK:



Big Soldier

FIGHTING FORCE:



Take it to the streets.

RUSH 2:



Speed trials

ASCENDING AI:



A rising star.

130 NINTENDO POWER

RUMOR OF BATTLE-OGRE BATTLE 3 - IS NOT A RUMOR ANYMORE

epic and strategic battles suddenly have a lot to look forward to on the N64. The Japanese developer, Quest, has confirmed that *Ogre Battle 3* (the tentative title for the N64) is moving forward. In fact, Quest says that the strategy game will be released this fall in Japan. It will very likely be good news for North American gamers, as well, because this is where the hot N64 market is these days. Quest sent Power a binder full of materials, art, and screen shots from the game, some of which we're showing here. What makes *Ogre Battle 3* unusual is that players control multiple parties, each composed of individual fighters, magicians, and mages, and they can move their parties all over a huge overworld map where an epic war is underway. The sequel to *Ogre Battle: Quest Tactics*, was never released here, although it was a hit in

Japan. In *Tactics Ogre*, more intricate battles could be played out because Quest created 10 maps where individual characters could

be moved around during the actual fight. *Tactics Ogre* became more intensive and fun than before.

Now, in *Ogre Battle 3* for the N64, Quest combines many of the great features of both products—the open RPG feel of *Ogre Battle* and some of the tactical, real-time feel of *Tactics Ogre*. In addition to incredible depth of play, epic games will be bolstered by beautiful graphics and animation such as the *Warrior* shows here. We don't know if *Ogre Battle 3* will be released in North America, but we hope someone will follow our suggestion and pick it up. If there are any takers, we'll let you know.



SPACE STATION TO BE LAUNCHED THIS OCTOBER

Space Station Silicon Valley has been in the planning and development stage almost as long as the international space station, that will be assembled in orbit later this year. But that may be about all that the two projects have in common. Silicon Valley, being published by Take 2 Interactive, and de-



veloped by DMA, won't even feature an interface, and everyone will be able to visit it. That's a good thing, since the game itself is shaping up to be a unique entry in the Next-Gen 3-D action library. The multiplatform version received at Pax West has nicely twiddled graphics and puzzles in stages ranging from ice worlds to jungles. According to Take 2, the game is about 80% to 90% complete, and it will be ready for release by the middle of October.

The animals are the key to understanding Silicon Valley. For instance, in the flat area you see a dog and your task is to feed a flock of sheep into a pen. Herding sheep is an easy task, but as the game progresses through other areas of the giant space station, players will have to strain their brains to figure out how to solve the puzzles. Although there is often a nod of logic to the use of the creatures and to the puzzle activities, much of it can be pretty obscure at first. With 20 stages to explore, there's a large potential for mental meander-

ing, which is why our Strategic Nintendo Power coverage in October should be a huge help to SS&V veterans.

Each of the main silicon animals requires different control and features, its own moves, responses, and abilities. Nature of game play won't be a problem here, beyond that the creatures can be a bit of funsters that fly, float, walk, crawl, and leap like big rocks.

The story is pretty wacky, too. Originally launched in 2001, the space station promptly vanished seven minutes later. Now, in the year 2003, its back. No one knows why, but the huge vessel is headed on a collision course with earth, so people figure that they should try to find ways to solve it, pronto, quickly. Naturally, they turn to Don Dango and EVO, his robotic friend, they're the bravest and most reliable heroes on the planet. Through most of the game, you control EVO's CPU, which can plug into the many stations that you'll encounter, thereby giving you control of the robot.

It's been a long time in coming, but as we live



with Mission Impossible, sometimes games just need to get through some stormy development seas. From what we've seen of the old versions of Silicon Valley, should be a weather-sailing treat for or not.



T-MINUS 10 9 8 7 6 5 4 3 2 1

Pak Play

Hands-on previews of upcoming games.

WIN ONE FOR GENGHIS

Knowing that you'll find the world of Win Back pretty full when you finally finish, when you get out, back in a very comfortable way. Win Back, the first episode in the "Return to the Future" series, is set in a world behind a door that you need to be. Instead, what we found is the beginning of a world where, learning a hard lesson, perspective laws about rights, spectra items, a variety of weapons, realistic 3D environments, and some cool, creative moves that you won't find in GoldenEye 007 or Splinter Cell. Win Back certainly does a great job of letting you in on its design. As you begin your mission, you must penetrate an enemy installation that's

swarming with samurai buddies. Using your laser sights and reflexes, once you can find the way, advantage is all that keeps you from missing the Endless Spies Society. Our version of the game had a great test, but the story is a fairly standard affair involving a plot with nuclear ambitions. Your job is to stop the plot. In addition to all the minor buddies, you'll face several boss characters within each of the four main stages. Current bosses also appear from time to time, further explaining the plot and tying the stages together as you progress. Just hoping to have Win Back



needs for release by November or December. We expect Intel'll make it, and we'll be looking forward to a challenging action thriller.

FIGHTING FOR STUFF

There may be many reasons for a person to enter a fight. Perhaps an injustice has been done, or an innocent has been wronged. Or, in the case of Fighting Force, you'll enter for the New, maybe you will fight because it's fun to kick some ass. The main characters in Fighting Force are the staff and predictable heroes of previous scrolling fight games, but they clearly have their roots in titles such as Double Dragon and Final Fight. The 3-D environments add a lot to the action, but the programmers at Core have made use of the 3-D space by giving characters 3-D moves such as spinning kicks,

rolling attacks, and a cool grab punch that takes out those behind your fighter. In addition to the surprising number of fighting moves, the game lets you pick up (or about any object and make use of it. Shoot up a car, machine to make several cars roll over. Pick up a can and drink the contents for a refreshing hit. Or how about that van in the parking lot? If you kick it enough times, the van's rear will fall off—then you can hit the tire at an enemy. You can even pick up a



part) and get off a few rounds. The two-player mode is set up for cooperative play—the two of you against the game. As popular as this genre of game once was, it's interesting to note that this is the first shoot 'em up for the N64. With Fighting Force, it looks like the comeback is in good hands. You should be able to see the rounds early in the fall when Fighting Force is released.



CHARLIE'S A BLAST **PAK WATCH**

Kenesis' first 3D puzzle game has made remarkable progress in our two months. When first we saw an early demo of Charlie Blast's Challenge, we saw only an admittance of the main theme. Now, we have working puzzles and a full 3-D interface. Apparently the development team at Kenesis Associates has been staying up late. The puzzles require spatial and logical thinking as players try to push or bomb and a detonator at ways so that the bombs, like up, it's not only aligning everything because the bombs are scattered all around each puzzle's land area, which will be divided by obstacles, traps, and moving platforms. Charlie Blast makes use of the 3D's graphic capabilities in several ways. The most important feature is the ability to shift the camera's viewpoint. In order to see clearly how a bomb is positioned, or what route might be best to take when pushing a bomb into

position, the player can zoom in, zoom out, or rotate the camera to get just the right angle on the scene. The difficulty of the puzzles—and balance has yet to be seen, but of the 3D puzzles, played several versions of the puzzle, they will be approximately 50 puzzles featuring a number of fairly background themes. There's also a cool two-player mode in which each player uses bombs to spin territory. With

Wally our lead character, Charlie Blast's Challenge on the way, the frustration of 3D puzzle fans would be over at last—maybe just about to begin.



MIDWAY'S IN A RUSH

Rush 2: Extreme Racing USA pulled in to the Pak Watch test track recently for a quick spin around several tracks. At only 40% completion, Rush 2 still has a way to go before its November release, but the Atari Games division of Midway has already included the essential Rush elements. The hidden Alcatraz track from the original game is now one of the main tracks. We also cruised in Lower Manhattan, Las Vegas and Honolulu. There should be at least a dozen tracks in the final version, along with a four-player mode and 16 cars ranging from a VW bus down to a Corvette look-alike. The look and feel is very close to the original, which means fast, arcade action. We found shortcuts everywhere, great options including a Rumble Pak sensitivity control, and graphics that roared along at a high frame rate. Fans should expect a strong sequel.



Fast Times at Midway High **VOLUME 111** 103

Pak Peeks

What's breaking in the world of games.



64-Wheelin'

With the availability of so many racing games for the N64, the release of a steering wheel accessory designed specifically for the system seems like a good move on the part of ASCII. The ASCIIWHEEL 64, now approved by Nintendo, will be the first official steering wheel controller for the system; the ASCIIWHEEL 64 boasts an adjustable steering column, multiple tilt-in configurations, turbo assist(s), an up and down lever for games requiring 3-D vertical control, and a 16-bit controller pad and Z Button on the base so players can keep one hand on the wheel and one foot on the lower controls. (Sadly, this kind of engineering, we know, only began playing through the lines of N64 using games using the wheel. The exciting X-Men pin game, with action racks, games such as Star Trek: Star Trek II, War of the Worlds, Dinky Kong, Raging Bull, the arcade and simulation, such as Top Gun Rally and F-1 World Grand Prix racing game, have, surprisingly, not worked last worked well even when plugging the plug in D&D. Overall, we were thoroughly impressed with the ASCIIWHEEL 64. It added a whole new level of realism to our N64 library.

Boardin' in the air

ASCII isn't limiting development to cool accessories such as the ASCIIWHEEL 64. The kids are controller developers also has

a record of creating games, and the game currently in the works for the N64 is Air Boarder USA. We had a chance to play Air Boarder recently and to collect some screen shots from ASCII. Basically, air boarding is being sported at more serious boarding and flying. The flying element is limited because you're never off that high degree of course, just as in snowboarding, games, stunts will be a mix of 100 or more. It's easy to stick along rails and swoosh into half pipes in action. This and



other games, ASCII is now set to release this game as a third sports game this fall, not in time to connect with the best in snowboarding game.

Boardin' in the snow

Midway's Twisted Edge Snowboarding showed up in playable form at the Pak World show and amazes. Just one deadline to go, we changed everything and took it for a ride. The development team at this Game Studio has created a slight better feel to Twisted Edge—new way of creating it from 1990's Snowboarding. The new and more realistic, but still fun, crashed spin a step and other fun/sport has that give the game more of an arcade feel. Our hands are full, raised that the play control is enough new intuitive. When we asked we felt like old pros. Unofficially, the game is also



Interactive even in parallel. The Air Boarder USA will be a big part of the Twisted Edge game, even during the year-long to completion. By October you'll be able to judge for yourself how the new snowboarders and one airboarder compare.

Robotech lives

Ever since Capcom announced that they were looking at GameTek's Robotech: Crystal Dreams, we've been itching to see what sort of progress had been made on the game over the past year. We took a look at the most recent version and found that game it is playable, at least for a period. It has been in the works for most of Robotech, but shouldn't seem surprising for the main of its life. The project seemed to be the greatest of over-completed games. Now, with Capcom's support, at least there's a chance that the



thousand of fans may finally see a game for the N64. How soon the game will be released is anyone's guess. We could plot our strategy and fire missiles at enemies but not a lot more. The strategy plans call for a great deal of mission demands in the game, but those weren't operational

COMING SOON

When we took a look at *Shadowgate 64*, we remain optimistic that Robotek may one day take on and reach us all.

Shadowgate quickie

The first version of *Shadowgate 64* to include a puzzle solved just in time for a quick mention in this month's *PAK WATCH*. In the room where the adventure begins, the player is con-



fronted with a box, a switch, a box of red clay, a closed door and lots of stones making it very difficult to solve. Since you don't want to take a nap in the wilderness, you'll probably want to move it. That's when you'll discover a secret trap door. After it won't budge. What to do as when? Give for a good bit trying to get the door. This will on the light bulb goes off, and the door finally opens. Super hero, the Trick you cry out, "Spoon!" We can't wait for more.

World Cup '98

With World Cup '98 wrapping up, THQ hopes that you might want a little something to remember the action by, for instance, a Game Boy game based on EA Sports' World Cup '98 license. The result is the latest game in the FIFA series, for Game Boy, World Cup '98 features Exhibition, World Cup, Playoffs, and League modes, and game options include controls, formations, players, and two field views. The characters are a bit small, but if you can follow what's going on, the action is realistic, in fact, the AI is pretty good. Winning the World Cup won't be any easier on Game Boy than it is in real life.



World Cup '98

Get 64s Enter the Gecko



Crystal Dynamics /Midway/Fox

Fox Sports College Hoops '99



Fox Interactive

MGM/TVG Revenge



Turok 2: Seeds of Evil



Acclaim

Zelda: The Ocarina of Time



Nintendo

Top Gear Overdrive



Konco

PAK WATCH

RELEASE FORECAST



AIR BOARDING USA	FALL '98
BOAT HAVOC	FALL '98
DRIVE MANIA	FALL '98
CRUISERIA	FALL '98
CHARLIE CLAYTON'S CHALLENGE	FALL '98
DEADY ARTS	SUMMER '98
DESI HEROES	FALL '98
ENTRENANDO A	FUTURE
ENTRENANDO A	FALL '98
EXTREME-G 2	FALL '98
F-ZERO X	FALL '98
FIGHTING FORCE	FALL '98
FOX SPORTS COLLEGE HOOPS '99	FALL '98
GET 64: ENTER THE GECKO	FALL '98
GLOVER	FALL '98
HARIBO 2000	FALL '98
HYBRID HEAVEN	FUTURE
IGGY'S ROCKIN' BALLS	SUMMER '98
INSIDE EDGE	FALL '98
LEGO RACERS	FUTURE
LEGO RUNNER 64	FALL '98
MADSON NHL '99	FALL '98
MILKY ASTRO LABS	FALL '98
MASCAR '99	FALL '98
NEA SAN '99	FALL '98
NHL BLITZ	FALL '98
NHL ON ICE '99	FALL '98
NHL '99	FALL '98
O.S.T.	FALL '98
PONY RACERS	FALL '98
RATMAN 2	FALL '98
ROADSTAR '98	FALL '98
ROBOTRIX: CRYSTAL DREAMS	FALL '98
ROCKY SQUADRON	FALL '98
ROCK 2	FALL '98
SCARS	FALL '98
SHADOWGATE 64	FALL '98
SHADOW MAN	WINTER '98
SPACE STATION SILVER VALLEY	FALL '98
SPEED CHASE	FALL '98
STARCRASH	FUTURE
SUPERMAN	FALL '98
SURVIVOR	FALL '98
TORIC TRIGGER	FALL '98
TOP GEAR OVERDRIVE	FALL '98
TUROK 2: SEEDS OF EVIL	FALL '98
TRINITY TALE: CHAPTER 64	FUTURE
TRUSTED EDGE: BROWBEARING	FALL '98
TRUITY	FALL '98
WCM/TVG REVENGE	FALL '98
WIN BACK	FALL '98
WIPROBT 64	FALL '98
ZELDA: THE OCARINA OF TIME	FALL '98



A DUO'S LIFE	FALL '98
DOBERMANN POCKET	FALL '98
COOKIN'S POCKET TALKS	FALL '98
DEA FU 2	FALL '98
ENIGMA'S MURDER	SUMMER '98
GAME & WATCH GALLERY II	FALL '98
NEA SAN '99	FALL '98
POKEMON	FALL '98
POWER KATIE	FALL '98
QUEST FOR CAMEROY	FALL '98
ROG RATS	FALL '98
SHADOW GATE CLASSICS	FALL '98
SMALL SOLDIERS	SUMMER '98
SPINNY	FALL '98
TOP GEAR POCKET	FALL '98
TUROK 2	FALL '98

TOMMY  HILFIGER



Get ready to
FLY!

*Tommy Hilfiger
is giving \$20 off
Nintendo's*

1080°
THE NINTENDO GAME

VISIT THE TOMMY HILFIGER RETAILER NEAREST YOU.

**back to
school**

1998

play for keeps.

FOR ANOTHER SELECTED GAME FOR THE NINTENDO® SPORTS SERIES. 1080° WITH A \$10 MINIMUM PURCHASE OF TOMMY HILFIGER 47% OFF (ON ALL CLOTHING, SHOES, SOCKS OR UNDERWEAR, WHILE SUPPLY LASTS. SOME DISCOUNTS MAY VARY.

© 1998 Tommy Hilfiger, Inc. All rights reserved. Tommy Hilfiger is a registered trademark of Tommy Hilfiger, Inc. Nintendo and 1080° are trademarks of Nintendo. Sports is a registered trademark of Tommy Hilfiger, Inc.



POKÉMON

Gotta catch 'em all!



RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity,
please visit us at www.retromags.com.

We only scan magazines with a cover date prior to December 1999.
No profit is made from these scans, nor do we offer anything
available from the publishers themselves.

If you come across anyone selling releases from
this site, please do not support them and do let us know.

Thank you!

